

The N-GAGE logo is centered in the upper half of the page. The 'N' is red, and 'GAGE' is white. The background features a dark gray grid of squares that recede into a tunnel-like perspective, creating a sense of depth. A horizontal band of red and yellow lines runs across the middle of the page, with white lines branching off to the right.

N·GAGE

USER GUIDE

NOKIA

Nokia N-Gage Mobile Gaming Device

User Guide

What information is needed?	Numbers	Where is the number?
My number		Wireless service provider
Voice mail number		Wireless service provider
Wireless provider's number		Wireless service provider
Provider's customer care		Wireless service provider
Model number		Label on back of device (under battery).
Phone type		Back of title page
IMEI number		Label on back of device (under battery).

The wireless device described in this guide is approved for use in GSM 900/1800/1900 networks.

LEGAL INFORMATION

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Your phone may cause TV or radio interference (for example, when using a telephone in close proximity to receiving equipment). The FCC or Industry Canada can require you to stop using your telephone if such interference cannot be eliminated. If you require assistance, contact your local service facility. This device complies with part 15 of the FCC rules. Operation is subject to the condition that this device does not cause harmful interference.

The term "IC:" before the certification/registration number only signifies that Industry Canada technical specifications were met.

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1 For your safety

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Further detailed information is given in this manual.



Do not switch the device on when wireless phone use is prohibited or when it may cause interference or danger.



ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



INTERFERENCE

All wireless devices may get interference, which could affect performance.



SWITCH OFF IN HOSPITALS

Follow any regulations or rules. Switch the device off near medical equipment.



SWITCH OFF IN AIRCRAFT

Wireless devices can cause interference in aircraft.



SWITCH OFF WHEN REFUELING

Don't use the device at a refuelling point. Don't use near fuel or chemicals.



SWITCH OFF NEAR BLASTING

Don't use the device where blasting is in progress. Observe restrictions, and follow any regulations or rules.



USE SENSIBLY

Use only in the normal position. Don't touch the antenna unnecessarily.



QUALIFIED SERVICE

Only qualified personnel may install or repair equipment.



ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.



WATER-RESISTANCE

Your wireless device is not water-resistant. Keep it dry.



BACKUP COPIES

Remember to make backup copies of all important data.






CONNECTING TO OTHER DEVICES

When connecting to any other device, read its user's guide for detailed safety instructions. Do not connect incompatible products.





CALLING

Ensure the device is switched on and in service. Enter the phone number, including the area code, then press . To end a call, press . To answer a call, press .



EMERGENCY CALLS

Ensure the device is switched on and in service. Press  as many times as needed (for example, to exit a call, to exit a menu, etc.) to clear the display. Enter the emergency number, then press . Give your location. Do not end the call until told to do so.

• NETWORK SERVICES

The wireless device described in this guide is approved for use on the GSM 900, GSM 1800, and GSM 1900 networks.

A number of features included in this guide are called Network Services. These are special services that you arrange through your wireless service provider. Before you can take advantage of any of these Network Services, you must subscribe to them through your service provider and obtain instructions for their use from your service provider.



Note: Some networks may not support all language-dependent characters and/or services.

• CHARGERS AND ENHANCEMENTS



Note: Check the model number of any charger before use with this device. This device is intended for use when supplied with power from the ACP-12, LCH-9, or LCH-12 adapters.



Warning: Use only batteries, chargers and enhancements approved by Nokia for use with this particular model. The use of any other types may invalidate any approval or warranty applying to the device, and may be dangerous.

For availability of approved enhancements, please check with your dealer.


When you disconnect the power cord of any enhancement, grasp and pull the plug, not the cord.


When using the features in this product, honor the privacy rights of others and obey all laws.

2 General information

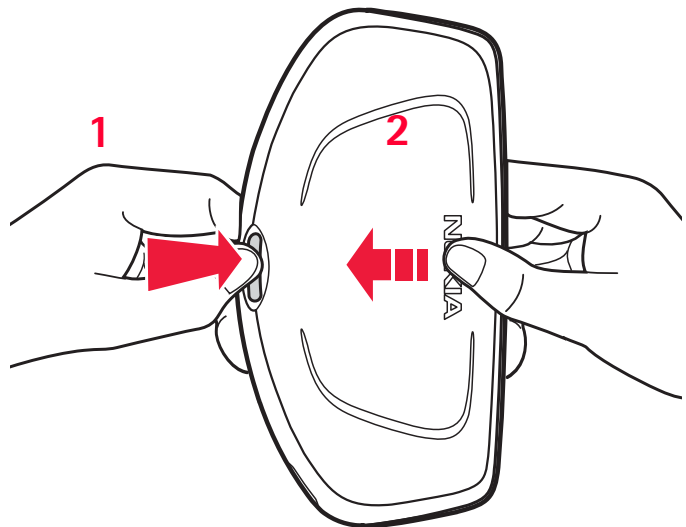
The Nokia N-Gage™ mobile game deck provides many gaming and music capabilities in addition to common mobile features, such as the telephone features, messaging features, a clock, an alarm clock, a calculator, calendar, and more.

• INSERT THE SIM CARD AND LOAD THE BATTERY

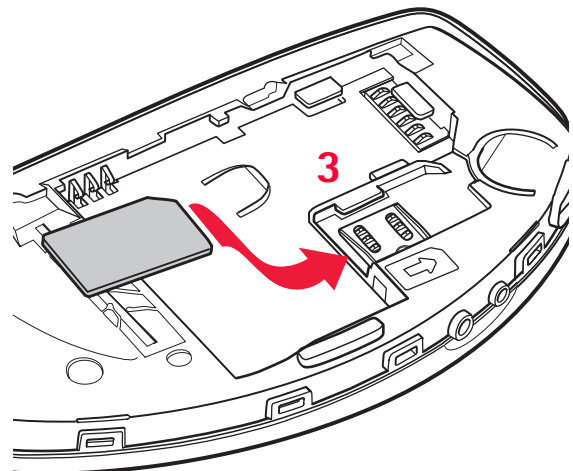
 **Important:** The Nokia N-Gage game deck will not operate unless the SIM card is installed.

 **Note:** Keep all miniature SIM cards out of the reach of small children. Before removing the covers, always switch off the power and disconnect the game deck from the charger or any other device. Always store and use the game deck with the covers attached.

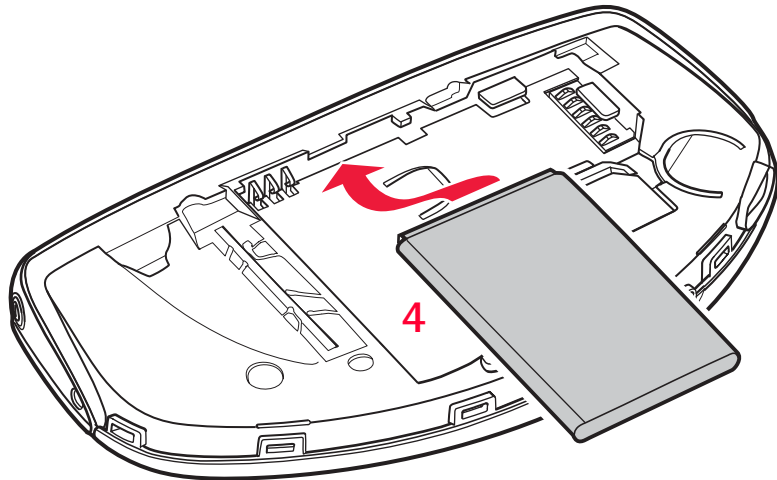
- 1 With the back of the game deck facing you, press the locking catch (1) and slide the cover (2) in the direction of the arrow.



- 2 Find the SIM card slot (3). Slide the SIM card carefully into the slot. Make sure that the beveled corner on the SIM card fits correctly and that the gold contact area on the card is facing downwards.



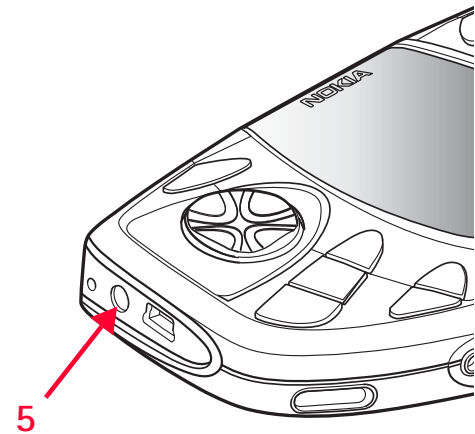
- 3 Load the battery (4): Align the gold contacts of the battery with the corresponding connectors on the game deck, and push the opposite end of the battery until it snaps into place.



- 4 Slide the cover back into place.

• CHARGE THE BATTERY



- 1 Connect the power cord to the charger. You will hear it click into place.
- 2 Connect the power cord from the charger to the base of the game deck (5).
- 3 Connect the charger to an AC wall outlet. The battery indicator bar starts scrolling. You can use the game deck while charging.
- 4 When the battery is fully charged, the bar stops scrolling. Disconnect the charger from the game deck and then from the AC outlet.




• STANDBY MODE

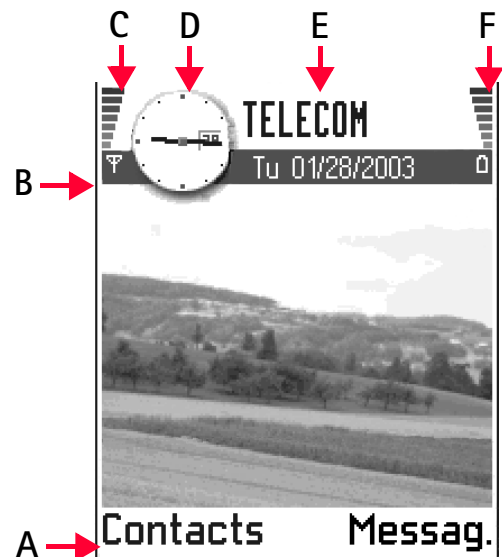
When the device is turned on, and the screen saver is not active, the main screen is displayed and the device is in standby mode. Typically, you return to this mode to begin new tasks.

The indicators described in this illustration appear when the game deck is ready for use, with no characters keyed in. The image shown in this graphic was created specifically for this example. Your image may be different.

A The selection key bar shows the current shortcuts assigned for the selection keys  and . To change these shortcuts and the background image, see "Standby mode" on page 38.

B The navigation bar shows the currently active profile. If the selected profile is **Normal**, the current date appears instead of a profile name. For more information, see "Navigation bar" on page 9, and "Profiles" on page 91.

The antenna symbol is replaced with the GPRS symbol  when the **GPRS connection** is set to **When available** and a connection is currently available. See "Packet data (GPRS)" on page 41, and "GPRS" on page 45.



C The signal indicator shows the signal strength of the cellular network at your location. The higher the bar, the stronger the signal.

D The clock displays the time. To set up your clock, see "Clock" on page 102, and settings for "Standby mode" on page 38.

E The cellular network displayed is the cellular network currently in use.

F The battery indicator shows the battery strength. The higher the bar, the more power left in the battery.



Note: Your game deck has a screen saver. If there are no actions for five minutes, the display is cleared and a screen saver becomes visible. To deactivate the screen saver, press any key.

• ACTION INDICATORS

One or more of the following icons may be shown when the game deck is in the standby mode:



Indicates that you have received new messages to the Inbox in Messaging. If the indicator is blinking, the game deck memory is low and you must delete some data. For further information, see "Memory low" on page 123.



Indicates that you have received new e-mail (Network Service).












Indicates that you have received one or several voice messages. See "Call your voice mailbox" on page 15.



Indicates that there are messages waiting to be sent in Outbox.




Shown when **Incoming call alert** has been set to **Silent** and **Message alert tone** to **Off** in the currently active profile. See "Profiles" on page 91.

-  Indicates that the game deck's keypad is locked.
-  Indicates that you have an active alarm. See "Clock" on page 102.
-  Indicates that a Bluetooth connection is active. Note that  appears when data is transmitted using a Bluetooth connection.
-  Indicates that all calls to the game deck are forwarded.
-  Indicates that all calls to the game deck are forwarded to a voice mailbox. See "Call forwarding settings" on page 19. If you have two phone lines, this indicator  shows the call is forwarded for line 1 and  for line 2. See "Line in use (Network Service)" on page 40.
-  Indicates that you can make calls using phone line 2 only (Network Service). See "Line in use (Network Service)" on page 40.

• LEARN ABOUT ACCESSIBILITY SOLUTIONS







Nokia is committed to making mobile phones easy to use for all individuals, including those with disabilities. Nokia maintains an internet site that is dedicated to accessibility solutions. For more information about phone features, enhancements, alternate format user guides, and other Nokia products designed with your needs in mind, visit the web site at: www.nokiaaccessibility.com.

The Nokia N-Gage game deck is equipped with a universal 2.5mm accessory jack that can be used to connect any "cellular ready" or "cellular compatible" TTY/TDD device's cable.

-  **Important:** Once your TTY/TDD device is connected, you must use the phone menu Menu key > Settings > Accessory settings > TTY to enable the TTY/TDD mode.


Data connection indicators

When an application is establishing a data connection, one of the indicators below blinks in the standby mode. When an indicator appears continuously, the connection is active.

-  A data call
-  A high-speed data call
-  An active GPRS connection (replaces antenna symbol)
-  The GPRS connection is on hold (occurs during voice calls)
-  A fax call
-  A Bluetooth connection






• MENU

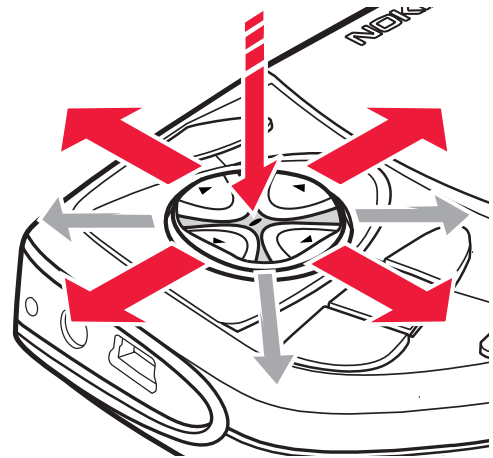


Press  (Menu key) to open Menu (grid or list). In the menu grid, you can access all the applications in your game deck. Options in Menu are **Open**, **List view** or **Grid view**, **Move**, **Move to folder**, **New folder**, **Help**, and **Exit**.




Moving in the menu

Press the controller key on the top , bottom , left , and right  (shown with arrows) to move in the menu grid. Press the center area  to select the displayed menu item. You can also move the controller key diagonally when playing games.




OPEN APPLICATIONS OR FOLDERS

Scroll to an application or a folder and press the controller key in the middle  to open it.


Select **Options** > **List view** if you want to view the applications in a list.

CLOSE APPLICATIONS

Backstep by pressing **Back** as many times as is needed to return to the standby mode or select **Options** > **Exit**.

If you press , the game deck returns to the standby mode and the application is left open in the background.



Note: Pressing  will always end a call, even if another application is active and appears on the display.

When you switch the game deck off, applications are closed and any unsaved data is saved automatically.

Rearrange the menu



You can rearrange the menu in any order you like. You can move applications that you use more often from a folder to the menu grid. You can also create new folders.

- 1 Scroll to the item you want to move and select **Options > Move**.

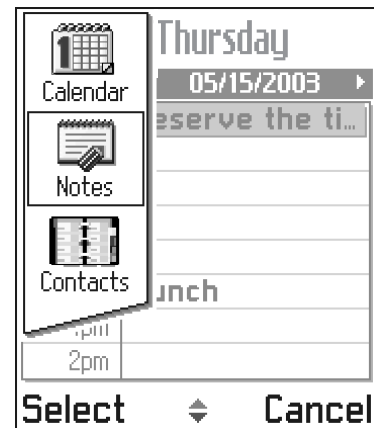
A check mark is placed beside the application.

- 2 Move the selection where you want the application to be and press **OK**.

Switch between applications


If you have several applications open and want to switch from one application to another, press and hold  (menu key). The application switching window opens and shows a list of open applications. Scroll to an application and press  to select it.

If memory is low, the game deck may close some applications. The game deck saves unsaved data before an application closes.




• OPTIONS LISTS

This user guide provides a list of commands usually found in the Options menus for many features. These lists tell you which commands are available in different views and situations as the available commands change depending on the selected view.

 **Tip:** In some situations, when you press the controller key, a shorter options list appears, listing the main commands available.

• ONLINE HELP


Your Nokia N-Gage game deck has an online help that you can access from any application that has an **Options** list. Press  to open the **Options** list.

• NAVIGATION BAR

In the navigation bar, the following information and indicators appear:

- Small arrows or tabs that tell you if there are more views, folders, or files you can move to



- Editing indicators. See "Write text" on page 73
- Other information, for example, **2/14** means that the current picture is the second of 14 pictures in the folder. Press  to see the next picture.




• APPLICATION ACTIONS





Open items for viewing—When you are viewing a list of files or folders, to open an item, scroll to an item and press the controller key or select **Options > Open**.

Edit items—To open an item for editing, you sometimes need to first open it for viewing and then select **Options > Edit**, if you want to change its contents.

Rename items—To give a new name to a file or folder, scroll to it and select **Options > Rename**.

Remove, delete items—Scroll to the item and select **Options > Delete**, or press . To delete many items at a time, you first need to mark them.

Mark an item—There are several ways to select items in a list.

- To select one item at a time, scroll to it and select **Options > Mark/Unmark > Mark** or press  and the controller key at the same time. A check mark is placed next to the item.
- To select all items in the list, select **Options > Mark/Unmark > Mark all**.
- To mark multiple items, press and hold  while moving the controller key up or down. As the selection moves, a check mark is placed next to the items. To end the selection, stop the scrolling with the controller key and then release . After you have selected all the items you want, you can move or delete them by selecting **Options > Move to folder** or **Delete**.
To unmark an item, scroll to it and select **Options > Mark/Unmark > Unmark** or press  and the controller key at the same time.

Create folders—To create a new folder, select **Options > New folder**. You are asked to give a name to the folder (max. 35 letters).


Move items to a folder—To move items to a folder or between folders, select **Options > Move to folder** (not shown if there are no folders available). When you select **Move to folder**, a list of available folders opens and you can also see the root level of the application (for moving an item out of a folder). Select the new location you want the item to be moved to and press **OK**.

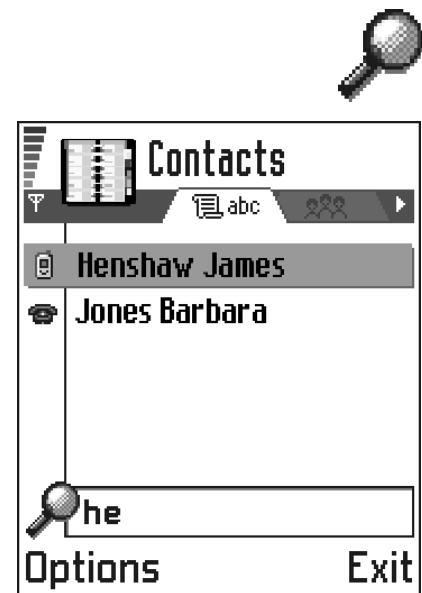


Tip: For information on how to insert text and numbers, see "Write text" on page 73.



• SEARCH FUNCTION

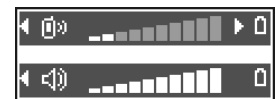
You can search for a name, file, folder, or shortcut by using the search field. In some situations the search field is not visible automatically, but you can activate it by selecting **Options > Find** or just by entering letters.

- 1 To search for an item, begin entering text in the search field.
The game deck immediately starts to search for matches and moves the selection on the best match.
- 2 To make the search more accurate, key in more letters and the selection moves to the item that best matches the letters.
- 3 When the correct item is found, press  to open it.



• VOLUME CONTROL

When you have an active call or are listening to a sound, press  or  to increase or decrease the volume level, respectively.



The following icons indicate voice volume mode:

 Earpiece mode

 For loudspeaker mode





Tip: Using the supplied headset is a fun way to use the game deck for calls, games or listening to music.

• LOUDSPEAKER

Your game deck has a loudspeaker for hands-free use. To locate the loudspeaker, see the picture of the different keys and parts in the **Quick Start** guide. The loudspeaker allows you to speak and listen to the game deck from a short distance (such as on a nearby table) without having to hold the game deck to your ear. The loudspeaker can be used during a call, with sound applications, and when viewing multimedia messages. RealOne Player™ uses the loudspeaker by default when you watch a video. Using the loudspeaker makes it easier to use other applications while in a call.

Activate the loudspeaker

To use the loudspeaker during an active call, press **Loudsp.** A tone is played,  appears in the navigation bar, and the volume indicator changes.

 **Important:** Do not hold the game deck near your ear when the loudspeaker is in use as the volume may be extremely loud.

The loudspeaker needs to be activated separately each time for phone calls, but the sound applications such as **Composer** and **Recorder** use the loudspeaker by default.

Turn off the loudspeaker

When you have an active call or music is playing, press **Handset**.

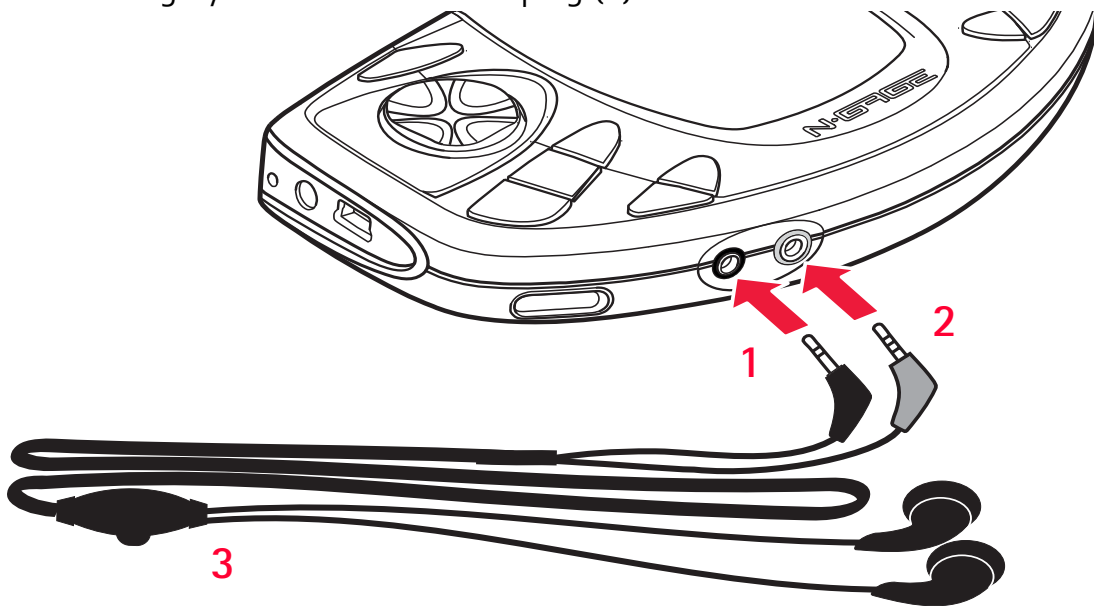
Attach and use the headset (HDD-2)

A stereo headset is supplied for using with your phone. In addition to using the headset for calls, you can also use it to listen to the FM radio or the music player in your game deck. The headset wire is the FM radio antenna. To make a call with a headset on, use the keypad. Once the call is established you can use the headset to speak and listen to the other party.

If you use a different headset, it must be compatible for the FM radio to function properly.



Connect the headset

Insert the black headset cable mini-plug (1) into the connector on the game deck, and insert the grey headset cable mini-plug (2) into the connector.



The headset lead functions as the antenna of the radio, so let it hang freely.



Note: Listen to music at a moderate level. Continuous exposure to high volume may damage your hearing. To adjust the volume level when a headset is connected to your game deck, press  or .




Warning: When using a stereo headset your ability to hear outside sounds is reduced. Do not use a headset where it can endanger your safety.

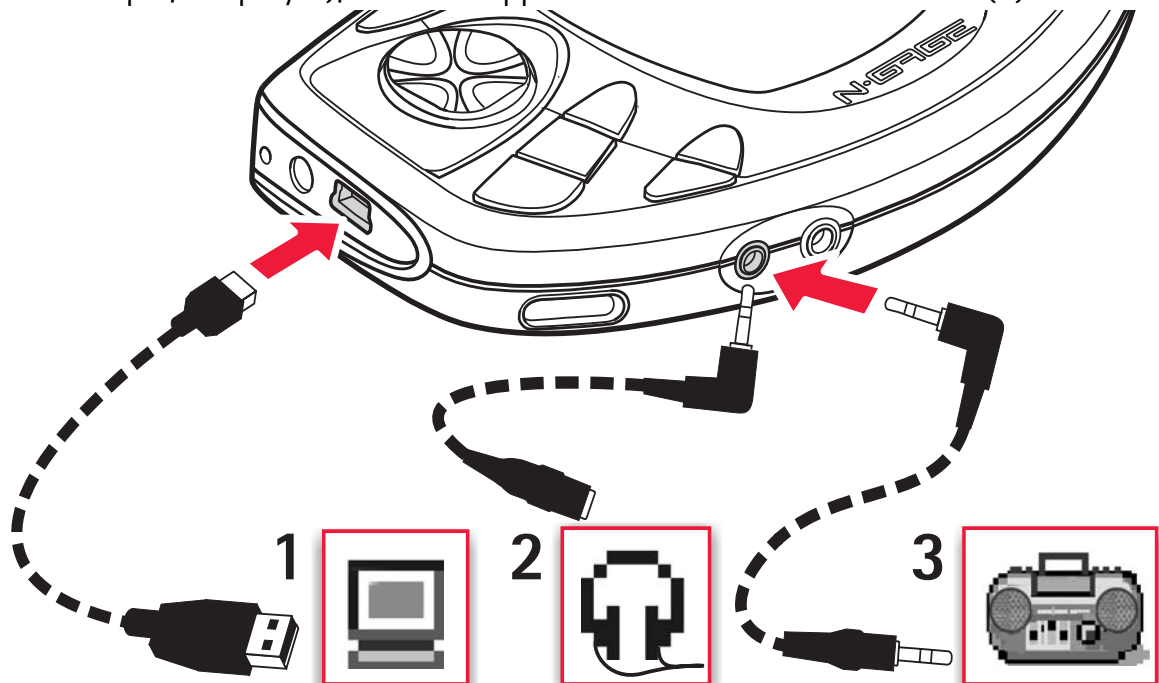
Use the headset to receive calls

To answer a call while using the headset, press the remote control button (3) which is located in the microphone part of the headset. (See picture on page 12.) To end the call, press the same button.

• ATTACH AND USE SUPPLIED CABLES

With the sales package, you receive three cables for connecting to optional equipment.

- 1 To attach the game deck to a compatible PC, use the supplied DKE-2 USB mini-B cable (1). You can then use the Nokia Audio Manager to store and organize your sound files.
-  **Important:** Install the Nokia Audio Manager PC software before connecting the supplied DKE-2 USB mini-B cable. See "Nokia Audio Manager" on page 33.
- 2 To connect your game deck to headphones, use the supplied ADA-2 adapter cable (2).
 - 3 To connect your game deck to a compatible external audio system (for example, CD player), use the supplied ADE-2 audio line-in cable (3).





Note: Recording should be monitored from the headset socket on the external device. Adjust the volume on the external device so that there is no distortion.

• SHARED MEMORY

The following features in this device may share memory: games, contacts, text messages, multimedia messages, images and ringing tones, RealOne Player™, calendar and to-do notes, and downloaded applications. Using one or more of these features may reduce the memory available for the remaining features sharing memory. For example, saving many multimedia messages may use all of the available memory. Your phone may display a message that the memory is full when you try to use a shared memory feature. In this case, delete some of the information or entries stored in shared memory features before continuing. Some of the features, such as contacts, may have a certain amount of memory specifically allotted to them in addition to the amount of memory shared with other features.



Note: Music tracks are stored on the memory card and therefore do not use the shared memory of the game deck.

3 Using your game deck as a phone



• MAKE A CALL

- 1 In the standby mode, key in the phone number, including the area code.
- 2 Press or to move the cursor.
Press to remove a number.

For international calls, press twice for the international prefix (the + character replaces the international access code) and then key in the country code, the area code without 0, and the phone number.

- 1 Press to call the number.
- 2 Press to end the call (or to cancel the call attempt).

To adjust the volume during a call, press to increase and to decrease the volume level.

To use the Loudspeaker, press **Loudsp.**



Note: Pressing always ends a call, even if another application is active.

The Contacts directory

- 1 To open the Contacts directory, press **Contacts**.
- 2 To find a contact, scroll to the desired name, or key in the first letters of the name.
The Search field opens automatically and matching contacts are listed.
- 3 Press to start the call.
- 4 If the contact has more than one phone number, scroll to the number and press to start the call.

Call your voice mailbox

The voice mailbox (Network Service) lets callers leave voice messages.



- To call your voice mailbox, press and in the standby mode.

- If the game deck asks for the voice mailbox number, key it in and press **OK**. You can obtain this number from your service provider.

See also "Call forwarding settings" on page 19.

Each phone line may have its own voice mailbox number. See "Line in use (Network Service)" on page 40. Contact your service provider for more information.

Change the voice mailbox number



To change the phone number of your voice mailbox, press  and go to **Tools > Voice mail** and press . Select **Options > Change number**. Key in the number (obtained from your service provider) and press **OK**.



Tip: If your voice mail requires a password, you may want to add a touch tone number after the voice mailbox number. This way the password is given automatically every time you call your voice mail. For example, +555123 4567p1234#. The letter 'p' inserts a pause and 1234 is the password. See "Insert dialing codes" on page 19 for more information.

1-touch dialing

To view the 1-touch dialing grid, press  and go to **Tools > 1-touch**.

- 1 Assign a phone number to a 1-touch dialing key ( to ). See "Assign 1-touch dialing keys" on page 55.
- 2 Set the 1-touch dialing function to **On**.
- 3 To call the number: In the standby mode, press and hold the corresponding 1-touch dialing key until the call is started.

Make a conference call

Conference calling is a Network Service that allows you to make a conference call with up to six participants, including yourself. (Check with your service for availability.)

- 1 Make a call to the first participant.
- 2 To make a call to a second participant, select **Options > New call**.
- 3 Key in or search the memory for the phone number of the participant and press **OK**.

The first call is automatically put on hold.


- 4 When the second call has been answered, join the first participant in the conference call by selecting **Options > Conference**.


- 5 To add a new person to the call, select **Options > New call**, and then select **Options > Conference > Add to conference**.
- 6 Key in or search the memory for the phone number of the participant and press **OK**.

To have a private conversation with one of the participants, perform the following steps:

- 1 Select **Options > Conference > Private**.
- 2 Scroll to the desired participant and press **Private**.


The conference call is put on hold in your game deck, and the other participants can still continue talking with each other while you have a private discussion with one participant only.


- 3 Once you have finished the private conversation, select **Options > Conference** to return to the conference call.
- 4 To drop one participant from the conference call, select **Options > Conference > Drop participant**, scroll to the participant, and press **Drop**.
- 5 To end the active conference call, press .


 **Tip:** To end all calls at the same time, select **Options > End all calls** and press **OK**.




• ANSWER A CALL


To answer an incoming call, press , or if you are using the supplied headset press the remote control button.

To end the call, press , or if you are using the supplied headset, press the remote control button.

If you do not want to answer a call, press . The caller will hear a "line busy" tone, or, if you've set up voicemail they'll hear your greeting.

When a call comes in, press **Silence** to quickly mute the ringing tone.

 **Tip:** To adjust the game deck tones for different environments and events, for example, when you want your game deck to be silent, see "Profiles" on page 91.

 **Note:** It is possible that the game deck may assign a wrong name for the phone number. This happens if the phone number of the caller is not stored in **Contacts** but the seven last digits of the number match another number that is stored in **Contacts**. In this case, call identification is not correct.

Call waiting


If you have activated the call waiting Network Service, the network will notify you of a new incoming call while you have a call in progress. See "Call waiting" on page 39.

- 1 During a call, press  to answer the waiting call.

The first call is put on hold.

- 2 To switch between the two calls, press **Swap**.

- 3 To end the active call, press .

 **Tip:** If you have activated the **Call forwarding > If busy** function to forward calls, for example, to your voice mailbox, rejecting an incoming call also forwards the call. See "Call forwarding settings" on page 19.

Options during a call

Your game deck includes a comprehensive list of menu options that are available for handling phone calls. Some options apply only to specific Network Services that you may or may not have active, such as conference calling.

Press **Options** during a call for some of the following options:

Mute or Unmute, End active call, End all calls, Hold or Unhold, New call, Conference, Private, Drop participant, Answer, and Decline.

Swap is used to switch between the active call and the call on hold.

Transfer is used to connect an incoming call or a call on hold with an active call and to disconnect yourself from both calls.

Send touch tones is used to send DTMF tone strings, for example, passwords or bank account numbers.




Glossary: DTMF tones are the tones you hear when you press the number keys on the game deck keypad. DTMF tones allow you to communicate with voice mailboxes and computerized telephony systems, for example:

- 1 Key in the digits with keys  to .

Each keystroke generates a DTMF tone that is transmitted during the call.

- 2 To send the tone, press **OK**.


 **Tip:** You can also store a sequence of touch tones for a contact card. When you make a call to the contact, you can retrieve the sequence. Add DTMF tones to the phone number or **DTMF** fields in a contact card.




INSERT DIALING CODES

You can insert special characters called dialing codes into touch tone strings and voicemail numbers. Dialing codes instruct the receiving system to pause, wait, bypass, or accept the numbers that follow in the dialing string.

*	Bypasses a set of instructions.
+	Precedes an international number.
p	Inserts a 2.5 second pause before sending any numbers following the code.
w	Wait

Press  repeatedly to cycle through the dialing codes. When the dialing code you want appears, pause briefly to insert the code into the dialing string.

Call forwarding settings

Press  and go to **Tools > Forward**.

When this Network Service is activated and available, you can direct your incoming calls to another number, for example, to your voice mailbox number. For details, contact your service provider.

- Select one of the forwarding options. For example, select **If busy** to forward voice calls when your number is busy or when you decline incoming calls.
- Select **Options > Activate** to set the forward setting on, **Cancel** to set the forward setting off, or **Check status** to check whether forwarding is activated or not.
- To cancel all active forwarding, select **Options > Cancel all forwards**.


For information about the call forwarding indicators, see "Action indicators" on page 6.



Note: You cannot restrict incoming calls and have call forwarding active at the same time. See "Call restrictions" on page 49.

• LOG



Press  and go to **Extras > Log**.

In Log you can monitor phone calls, text messages, packet data connections, and fax and data calls registered by the game deck. You can filter the log to view just one type of event, such as text messages, and create new contact cards based on the log information.



Note: Connections to your remote mailbox, multimedia messaging center, or browser pages are shown as data calls or packet data connections in the general communications log.



Tip: To view a list of sent messages, go to the main menu and press **Messaging > Sent**.

Recent calls register

Press  and go to **Extras > Log > Recent calls**.

The game deck registers the phone numbers of missed, received, and dialed calls, and the approximate duration and cost of your calls. The game deck registers missed and received calls only if the network supports these functions, and the game deck is switched on and within the network's service area.

Call icons are as follows:



Missed calls




Received calls



Dialed numbers

Options in the **Missed calls**, **Received calls**, **Dialed numbers** views are **Call**, **Use number**, **Delete**, **Clear list**, **Add to Contacts**, **Help**, and **Exit**.

MISSED AND RECEIVED CALLS


If you miss a call, a note appears in the display. Press **Show** to see the number. If you have missed more than one call, the numbers are listed. To return a call, scroll to the number you want and press , or press **Exit** to return to standby.

To view a list of the last 20 missed calls, go to **Log > Recent calls > Missed calls**.

To view a list of the last 20 accepted calls (Network Service), go to **Log > Recent calls > Received calls**.

DIALED NUMBERS

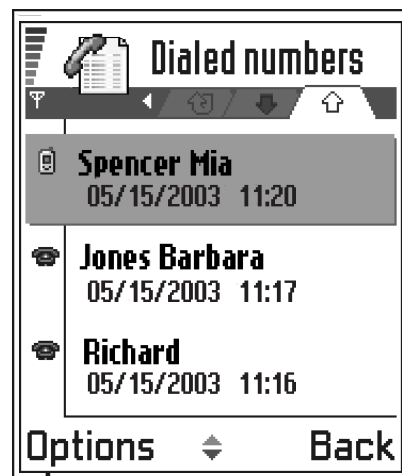


Tip: Press  in the standby mode to open the **Dialed numbers** view.

To view the 20 phone numbers that you have most recently called or attempted to call, go to **Log > Recent calls > Dialed numbers**.

ERASE RECENT CALL LISTS


- To clear all recent call lists, select **Options > Clear recent calls** in the **Recent calls** main view.
- To clear one of the call registers, open the register you want to erase and select **Options > Clear list**.



- To clear an individual call, open a register, scroll to the call, and press .

Call timers

Set this feature so that you can view the duration of your incoming and outgoing calls.

- 1 Press  and go to **Extras > Log**.
- 2 Select **Options > Settings > Show call duration > Yes**.



Note: The actual time invoiced for calls by your service provider may vary, depending upon network features, rounding-off for billing, and so forth.

ERASE CALL DURATION TIMERS

- 1 Press , go to **Extras** and press , go to **Log** and press .
- 2 Scroll to **Call timers** and press .
- 3 Select **Options > Clear timers**.

For this you need the lock code. See "Security" on page 46.

Call costs

Press  and go to **Extras > Log > Call costs**.

The call cost features only apply if your service provider is providing call cost services. If you have this option activated, you can check the cost of the last call or all calls. The call costs are displayed separately for each SIM card.



Note: The actual invoice for calls and services from your service provider may vary, depending upon network features, rounding-off for billing, taxes and so forth.

CALL COSTS LIMIT

Your service provider can limit your calls to a certain amount of charging units or units of currency. When the limited charging mode is active, calls can be made only as long as the preset credit limit (call cost limit) is not exceeded and you are in a network that supports call cost limit. The number of remaining units appears during a call and in the standby mode. When the charging units have expired, **Call cost limit reached** appears. Contact your service provider for information on the limited charging mode and charging unit prices.

CHARGING UNITS OR CURRENCY

You can set the game deck to show the remaining talk-time in charging units or units of currency. For this, you may need the PIN2 code. See page 46.

- 1 Select **Options > Settings > Show costs in**.

The options are **Currency** and **Units**. If you choose **Currency**, a note requesting you to write the unit price appears.

- 2 Key in the cost of your home network charging or credit unit and press **OK**.
- 3 Write a name for the currency. Use a three-letter abbreviation, for example, USD.



Note: When no more charging units or currency units are left, calls may only be possible to the emergency number programmed into your game deck (for example, 911).

SET A LIMIT

- 1 Select **Options > Settings > Call cost limit > On**.

The game deck requests you to enter the limit in units. For this you may need the PIN2 code.


- 2 Depending on the **Show costs in** setting, enter either the amount of charging units or currency.

When the charging limit you have set is reached, the counter stops at its maximum value and **Reset all calls cost counter** appears. To be able to make calls, go to **Options > Settings > Call cost limit > Off**. For this you need the PIN2 code, see page 46.



Note: The actual invoice for calls and services from your service provider may vary, depending upon network features, rounding off for billing, taxes, and so forth.

ERASE COUNTERS




Select **Options > Clear counters**. For this you need the PIN2 code. See page 46. To clear an individual event, scroll to it and press .

• GPRS DATA COUNTER

Press  and go to **Extras > Log > GPRS counter**.




The data counter allows you to check the amount of data sent and received during packet data (GPRS) connections. This might be useful if you are charged for your GPRS connections by the amount of data sent and received.

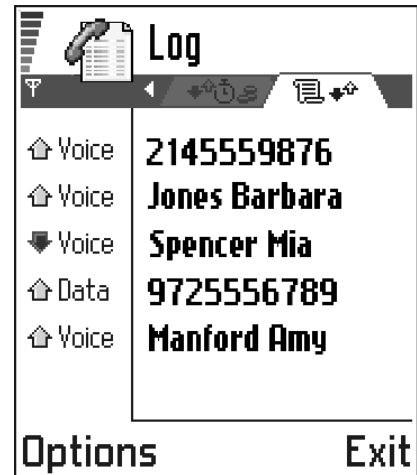
View the general call log

- 1 Press , go to **Extras > Log**.
- 2 Press , then .

In the general log, for each call or message received, you can see the sender or recipient name and phone number. Text messages sent in more than one part or by packet data connections are shown as one entry.

The call log icons are as follows:

-  Incoming
-  Outgoing
-  Missed calls or messages




FILTER THE LOG

- 1 Select **Options > Filter**. A list of filters opens.
- 2 Scroll to a filter and press **Select**.


ERASE THE LOG

To erase all the Log contents, Recent calls register, and Messaging delivery reports, select **Options > Clear log**. Press **OK** to confirm.

PACKET DATA COUNTER AND CONNECTION TIMER

To view how much data, measured in kilobytes, has been transferred and how long a certain GPRS connection has lasted, scroll to an incoming or outgoing event with the access point icon  and select **Options > View details**.

CALLS SETTINGS

- Select **Options > Settings**. The list of settings opens.
 - The log events remain in the game deck memory for a limited number of days (**Log duration**) and then are automatically erased. This helps free memory.
-  **Note:** If you select **No log**, all the log contents, recent calls register, and messaging delivery reports are permanently deleted.
- For **Call duration**, **Show costs in**, **Call cost limit**, see the sections "Call timers" on page 21, and "Call costs" on page 21.

• SIM DIRECTORY

Press  and go to **Tools > SIM directory**.

In the SIM directory, you can see the names and numbers stored on the SIM card, you can add or edit them, and you can make calls.



Your SIM card may provide additional services that you can access in this folder. Check with your service provider for details.


Options in the SIM directory are **Open, Call, New SIM contact, Edit, Delete, Mark/Unmark, Copy to Contacts, Own numbers, SIM details, Help, and Exit.**



Note: For availability, rates, and information on using SIM services, contact your SIM card vendor, network operator, service provider, or other vendor.

• MEMORY CARD



Press  and go to **Tools > Memory.**

If you have a memory card you can use it to store applications, music tracks, multimedia files like video clips and sound files, images, and messaging information. You can also back up information from your game deck memory.

Details on using the memory card with other features and applications of your game deck are given in the sections describing these features and applications.



Important: Keep all memory cards out of the reach of small children.

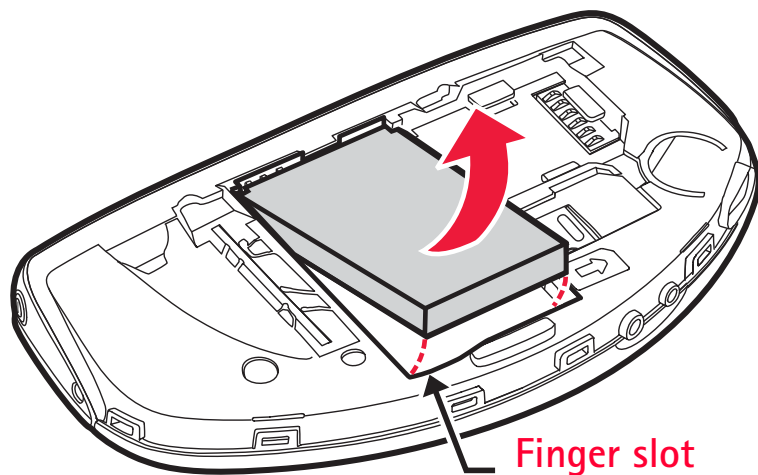


Note: Only use MMC cards with this device. Secure Digital (SD) cards do not fit in the MMC card slot and are not compatible with your game deck.

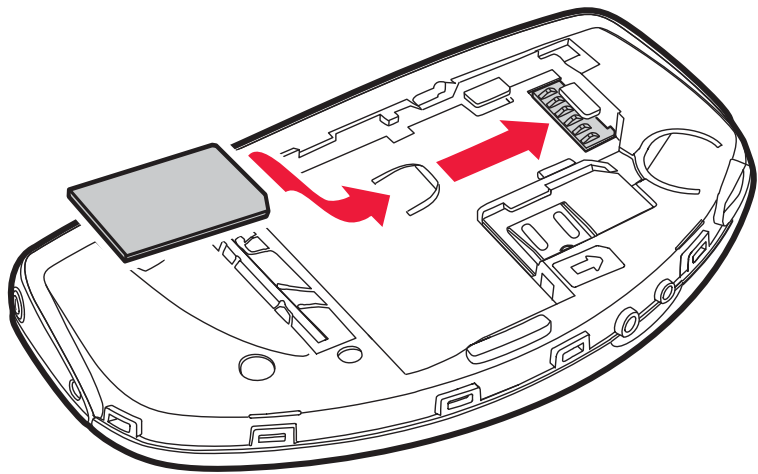
Options in the memory card are **Backup device mem./Restore from card, Format mem. card, Memory card name, Set password/Change password/Remove password/Unlock memory card, Memory details, Help, and Exit.**

Insert the memory card

- 1 Make sure the game deck is switched off.
- 2 With the back of the game deck facing you, slide open the cover, put your finger in the slot, then lift the battery.
- 3 Slide the cover off.
- 4 Remove the existing memory card (if installed).



- 5 Position the memory card in its slot with the gold contacts of the card facing down.
- 6 When you have secured the card in place, replace the battery and replace the cover.



Important: Do not remove the memory card in the middle of an operation. Be sure to close all memory card applications and turn the game deck off before removing the card.

If you are installing an application to the memory card and need to restart the game deck, do not remove the card until the restart is complete. Otherwise the application files may be lost.

Format the memory card

The memory card must be formatted before its first use. If it is not already formatted, format the card using these steps.

- 1 Select **Options > Format mem. card**.
- 2 Confirm your request.

After you confirm, formatting starts.



Important: When a memory card is formatted all data on the card is permanently lost.



Back up and restore information

To back up information from your game deck memory to the memory card, select **Options > Backup device mem.**

To restore information from the memory card to the game deck's memory, select **Options > Restore from card**.

Password

You can set a password to lock your memory card against unauthorized use.



Note: The password is stored in your game deck and you do not have to enter it again while you are using the memory card on the same game deck. If you want to use the memory card on another game deck, you will be asked for the password.

SET, CHANGE, OR REMOVE YOUR PASSWORD

Select **Options > Set password, Change password, or Remove password.**

For every option, you will be asked to enter and confirm your password. The password can be up to eight characters long.



Note: Once the password is removed, the memory card is unlocked and can be used on another game deck without a password.

Unlock a memory card

If you insert another password protected memory card in your game deck, you will be prompted to enter the password of the card. To unlock the card, select **Options > Unlock memory card.**

Check memory consumption

Using the **Memory details** option, you can check the memory consumption of different data groups and the available memory for installing new applications or software on your memory card.

4 Games



Note: Your game deck must be switched on to use this function. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.

The performance of games may be reduced if you have many applications open. Therefore, close other applications before playing games.

You can use the games keys,  and , for playing games. Other keys may be used depending on the game. Refer to the instructions supplied with the game for further information.



Tip: You can answer and end a call while continuing to play a game.

Playing games consumes power and the game deck operating time is reduced. The music player is not accessible when playing games.

You can purchase a variety of games for your game deck. For availability of different games, contact your local retailer or visit www.n-gage.com.



• START A GAME

Each game is supplied on a separate memory card. Insert the memory card of the game into the Nokia N-Gage game deck. See "Memory card" on page 24. The game icon automatically appears on the display screen.

Refer to the playing instructions supplied with the game for further information. Also, you can play Java games that you have downloaded from the Internet. See "Install a Java application" on page 112.



Note: Remove the USB cable from the game deck before you start playing games.

Press , scroll to the game icon and press .

OR

Press  >  to start the game.

Start a two-player game

You may use a Bluetooth connection to play two-player games with others who have the same game on compatible devices. Before starting a two-player game, ensure that the Bluetooth connection settings of the devices are compatible. See "Bluetooth wireless connection" on page 117. Refer to the instructions supplied with the game for details of how to start the game, different levels and additional features etc.

Start a multiplayer game

You may play some games with multiple players using Bluetooth connections with friends who have the same game on a compatible device. Before starting a multiplayer game, ensure that the Bluetooth settings of the devices are compatible. See "Bluetooth wireless connection" on page 117. Refer to the instructions supplied with the game for details on how to start the game, different levels, and additional features.

5 Music player and radio

N-Gage includes a Music Player feature for listening to audio saved on the memory card, and a Radio feature for listening to FM radio. You can also record music from the radio or an external music source. You can record or transfer music tracks of near CD-quality to your memory card.

The memory card can only display the details of the first 255 music tracks.

To transfer music tracks from a compatible PC to the game deck, see "Nokia Audio Manager" on page 33.

• MUSIC PLAYER



With the **Music Player**, you can listen to music tracks stored in the memory card. To listen, attach the supplied HDC-5 headset to the game deck, or listen through the loudspeaker.






Note: Your game deck must be switched on to use this function. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.

Other applications that use the MMC card can not function while music player is on.



Warning: Listen to music at a moderate level. Continuous exposure to high volume may damage your hearing.



Press  to turn on the music player.

Once you have turned the music player on, it starts playing tracks. To adjust the volume level of the headset or the loudspeaker, press  or  to increase or decrease the volume level.

Music can only be played from a 16-MB, 64-MB or 128-MB memory card.


Using the music player consumes power which can reduce the operating time for the game deck.

Listen to music


- 1 Press  or  to highlight the control button:

Play or pause  or  (toggles)

Stop 

Next track 

You can also press the headset button to select the next track.

Previous track 

Record 



- 2 Press  to select.

Options in **Music Player** are **Track list**, **Settings**, **Activate loudsp./Deactivate loudsp.**, **Help**, and **Exit**.

In the **Track list** you can view and play the music tracks that you have stored in your game deck.

Options in **Track list** are **Play**, **Delete**, **Rename**, **Select**, **Unselect**, **Help**, and **Exit**. An unselected track remains in the track list but cannot be played.

To view stored music tracks, press **Options > Track list**.

 **Tip:** When listening to music you can press  to display available options.

To play one of the music tracks in **Track list**, press  or  to highlight the track and then press **Options > Play**.

Handle incoming calls

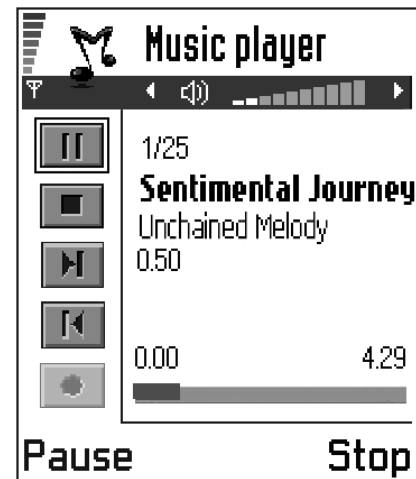
During an incoming call, the track is paused and the music player is muted. When you end the call, the music player will automatically resume.

To answer and make calls while listening to the music player. During a call, the track is paused and the music player is muted. When you end the call, the music player will automatically resume.

To answer an incoming call while using the headset, press the headset button. The music player is paused when the game deck rings. To end the call, press the headset button again. See "Attach and use the headset (HDD-2)" on page 12 for more information.

To edit the settings, press **Options** and select **Settings**. The following options are available:

Sound style—You can select the style of the music tracks you play in order to automatically set equalizer options and enhance playback quality. Bass and Treble levels. Balance become available according to the selected style: **Rock**, **Pop**, **Dance**, **Jazz**, **Classic**, **Latin**, and **Normal**.



Play options—Select **Normal** to play the tracks stored in your game deck in the order in which they appear in the track list. You can also select **Random** or **Repeat**.

Extra Bass—You can add more bass to the current music style.






Options in **Settings** are **Change**, **Help**, and **Back**.

Record from external equipment

You can connect your game deck to compatible external audio equipment, for example, a CD-player, and record music directly to your game deck.

Do not use this feature illegally! Music can be protected by copyright. The recording of such music tracks is permitted for your personal use only. It is illegal to copy such music tracks for the purpose of selling or distribution. Copyright protections may prevent some content from being copied, modified, transferred or forwarded.

To record a music track from compatible external audio equipment, perform the following steps:

- 1 Connect the external audio equipment.
See "Attach and use supplied cables" on page 13 for more information.
- 2 Press  and go to **Media > Music**.
- 3 Press  or  to highlight the record  control button and press  to record.
- 4 Press **Stop** to stop recording.

The music player assigns the default name **Recording** to each track and attaches a unique number so you can record multiple tracks. For example, the first track is named **REC000**. To change the track name press **Options > Track lists > Rename**.



You can answer and make calls while recording. The volume of the music player is muted but recording continues in the background. When you end the call, the music player view will automatically return.



• RADIO

Your game deck must be switched on and it must have a headset attached to use this feature.



To open **Radio**, press .

You can listen to the radio using either the headset (see "Attach and use the headset (HDD-2)" on page 12) or the loudspeaker, but the headset must be attached. The lead of the headset functions as the antenna of the radio, so let it hang freely, and always make sure it is connected.

To adjust the volume level of the headset or the loudspeaker, press  or  to increase or decrease the volume level.











Note: The quality of the radio broadcast depends on the radio station's coverage in that particular area.

Listen to music at a moderate level. Continuous exposure to high volume may damage your hearing.



Tip: Press the headset button to select the next channel.

You can select the next channel , previous channel , auto tune up , auto tune down , and record  by pressing  or  to highlight the control button and  to select.

Options in **Radio** are **Channels**, **Activate loudsp./Deactivate loudsp.**, **Auto tune up**, **Auto tune down**, **Manual tuning**, **Save channel**, **Help**, and **Exit**.





Tune a radio channel

When **Radio** is on, select **Options > Auto tune up** or **Auto tune down** for automatic tuning. When a channel is found, the new frequency appears.




Note: If you have radio channels already saved, then the channel number and name may also be displayed.

Frequency range is 87.5–108.0 MHz.

You can also tune manually by selecting **Options > Manual tuning** and pressing  or  to move the frequency up or down (0.05 MHz steps).




Tip: If you know the desired frequency, use the keypad to enter it directly (press  for a decimal point).

To save the channel in the game deck, select **Options > Save channel**. Scroll to the channel location where you want to store the channel and press **Select**. Type in the name of the radio station and press **OK**.

Empty slots show a default frequency of 87.5 MHz.

Use the radio

Options in the channels list are **Listen**, **Activate loudsp./Deactivate loudsp.**, **Rename**, **Delete**, **Help**, and **Exit**.

When the radio is on you can turn it off by pressing .

When the loudspeaker is activated the headset is muted.



You can answer and make calls while listening to the radio. During a call, the volume of the radio is muted. When you end the call, the radio will automatically resume. Using the radio consumes power, and the game deck's operating time is reduced.

If you have radio channels already saved, you can select **Options > Channels** to select the channel to which you want to listen. You can also select a radio channel location, 1–9, by pressing the corresponding number key. You can also select a radio channel location 10–20 by pressing one numbered key immediately after another. For example, 1 + 0 = 10, 1 + 5 = 15, and 2 + 0 = 20.

If the headset is disconnected the radio will time-out after 5 minutes and close.

Record from the radio

You can record the current radio channel by pressing  and  to highlight the record  control button and  to record.

When in the record mode, the record button  becomes the stop  control button, or press **Stop**.


You can answer and make calls while recording the radio. The radio is muted and recording continues in the background. When you end the call, the radio will automatically resume.



• NOKIA AUDIO MANAGER

Nokia Audio manager is a software application you can install on your PC. The install program is on the CD-ROM supplied in your sales package.

With Nokia Audio Manager, you can select digital music tracks on a compatible PC and transfer them to your Nokia N-Gage game deck memory card. The Nokia Audio Manager software also allows you to create M3U playlists on the PC, with references to either MP3 tracks or tracks saved from CDs. In order for the PC to access the media storage area (memory card) on the game deck, you must connect your game deck to the PC using the supplied DKE-2 USB mini-B cable. See "Attach and use supplied cables" on page 13. The contents of the game deck memory card can then be displayed in the Mobile Device area of the Music Studio window of the Nokia Audio Manager, so you work directly on the PC. The music tracks on the playlists can be, for example, transferred from your CDs.

 **Tip:** You can find the Nokia Audio Manager application on the CD-ROM supplied in the sales package.



System requirements

To install and use Nokia Audio Manager, you need the following:

- An Intel compatible PC running Windows 98 Second Edition, Millennium Edition, Windows 2000 or Windows XP operating system



Note: The software is not supported on a PC which has had its system upgraded from Windows 95 or 3.1 to Windows 98.

- Pentium MMC 266 MHz CPU (Pentium 300 MHz recommended)
- At least 35 MB of free disk space
- Minimum of 48 MB of memory space recommended on the computer (64 MB suggested for Windows 2000)
- Computer display with 800 x 600 pixels and more than 65536 colors, High color settings
- CD-ROM drive SCSI/ANSI X3T10-1048D standard or ATAPI/SFF-8020i standard

Install Nokia Audio Manager



Note: Do not connect the USB cable to your PC before you have installed the Nokia Audio Manager PC software from the CD-ROM supplied in the Nokia N-Gage game deck sales package.

- 1 Start Windows.
- 2 Insert the CD-ROM supplied in the sales package in the CD-ROM drive of your PC.
- 3 If the CD-ROM does not launch itself automatically, open Windows Explorer and select the CD-ROM drive.
- 4 Right click the Nokia Audio Manager icon and select Autorun.
- 5 Follow the installation instructions that appear on the display of the computer to successfully complete the installation.

When the installation of the software program is complete, Nokia Audio Manager folder is added to your Programs.

- 6 Reboot the computer after installation of the Nokia Audio Manager software.


MUSIC TRACK TYPES SUPPORTED

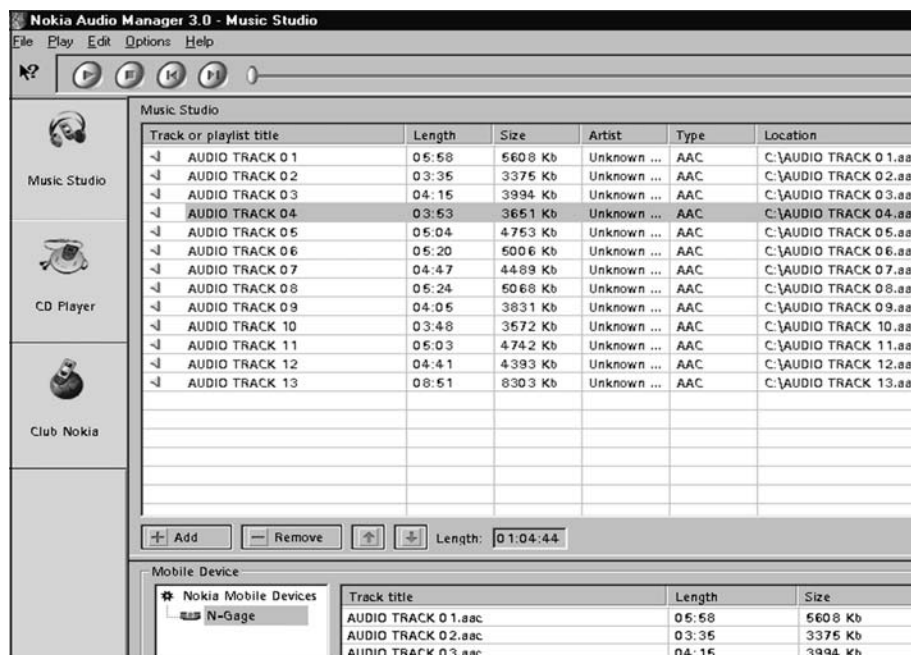
The Nokia Audio Manager supports MP3 music tracks and M3U playlists. Playlists can be created in **Music Studio**. When a playlist is selected for transfer to the game deck's memory card, only the tracks named in the playlist are transferred. Tracks created by the CD player have an .AAC file extension. These files can be played on the PC by the Nokia Audio Manager and transferred to the memory card of the game deck.

Save CD tracks

- 1 On the PC, open Nokia Audio Manager.
The initial screen appears.
- 2 Insert a music CD in the CD drive of your PC, and click on the CD Player icon.
- 3 If, by default, all track information is not displayed, click on the **Load CD** button.
- 4 To save tracks, select the tracks and click on the **Save tracks** button.
Do not remove the CD until the save operation is complete. A progress bar will indicate approximately how long it will take to save the tracks.
- 5 To transfer the saved tracks to **Music Studio**, click the **+ Add** button, select the desired tracks and click **Open**.
- 6 You can now transfer the tracks in **Music Studio** to your Nokia N-Gage game deck.

Transfer music tracks to your device

- 1 Save the tracks and playlists in **Music Studio**. See "Save CD tracks" on page 35 for further instructions.
-  **Note:** Check that the compatible PC and game deck are connected using the supplied USB cable. See "Attach and use supplied cables" on page 13.
- 2 On the PC, open Nokia Audio Manager.
The initial screen appears.
 - 3 Click on the icon in the mobile device area of **Music Studio**.
 - 4 Click on the tracks or playlists that you want to transfer to the memory card of your game deck.



5 Click **Transfer to device**.

If you selected more music than can fit on the game deck memory card, you get an error note. Remove some music tracks and try again.

Transfer music tracks using Windows Explorer

After you have installed the Nokia Audio manager, it is possible to use Windows Explorer to transfer MP3 or .AAC music tracks to the memory card of your game deck.

- 1 Check that the compatible PC and game deck are connected using the supplied USB cable. See "Attach and use supplied cables" on page 13.
- 2 Open Windows Explorer and display the disks mounted on the PC.
A new lettered drive appears in the file structure.
- 3 Click on the drive letter to display a window that shows the contents of the game deck memory card.
- 4 Before transferring tracks using Windows Explorer, check the size of the files to be transferred.
- 5 Open a second window of Windows Explorer and display the contents of the folder on the PC from where you wish to transfer MP3 and .AAC tracks.
- 6 Select the tracks on the compatible PC that you wish to transfer to the game deck and drag and drop these tracks into the first window.

The tracks will now be transferred to the game deck.



Note: Windows Explorer may indicate that the file transfer is complete before sufficient time. This is not necessarily the case and you must allow approximately 10 seconds for each 1 MB to be transferred. If the transfer is interrupted earlier the files may not be transferred.

If you selected more music than can fit on the memory card of the game deck, you get an error note. Remove some music tracks and try again.

Browser window


The Nokia Audio Manager includes a browser window that allows you to browse the Internet if your computer has an internet connection. Any URL may be entered into the location field. To search the Internet, the location must be set to a site that has a search engine. Tracks from the Internet must be downloaded to the PC before they can be added to the music studio window for transfer to the game deck.

Edit fields in tracks on the compatible PC





When tracks or playlists are displayed in **Music Studio**, it is possible to edit track and artist information. See the Nokia Audio Manager help for further details.

6 Settings



Press  and go to **Tools > Settings**.

• CHANGE NORMAL SETTINGS

- 1 Scroll to a setting group and press  to open it.
- 2 Scroll to a setting you want to change and press  to do the following:
 - Switch between options if there are only two (**On/Off**)
 - Open a list of options or an editor
 - Open a slider view, and press  or  to increase or decrease the value

Device settings







GENERAL

Device language—You can change the language for the display texts in your game deck. This change will also affect the format used for date and time and the separators used, for example, in calculations. If you select **Automatic**, the game deck selects the language according to the information on your SIM card. After you have changed the display text language, you must restart the game deck.





Note: Changing the settings for **Device language** or **Writing language** affects every application in your game deck and the change remains effective until you change these settings again.


Writing language—You can change the writing language of your game deck. Changing the language affects the following:


- The characters available when you press any key ( — )
- The predictive text dictionary used
- The special characters that are available when you press the  and  keys



Example: You are using a game deck where the display texts are in English but you want to write all your messages in French. After you change the language, the predictive text dictionary searches for words in French and the most common special characters or punctuation marks used in the French language are available when you press the  and  keys.




Tip: You can also make this change in some of the editors. Press  and select **Writing language**.

Predictive text—Sets the predictive text input **On** or **Off** for all editors in the game deck. You can also change this setting when you are in an editor. Press  and select **Predictive text on** or **off**.



Note: The predictive text dictionary is not available for all languages.



Welcome note or logo—Press  to open the setting. The welcome note or logo appears briefly each time you switch on the game deck. Select **Default** if you want to use the default image. Select **Text** to write a welcome note (up to 50 letters). Select **Image** to select a photo or picture from **Images**.

Orig. device settings—You can reset some of the settings to their original values. To do this, you need the lock code. See "Security" on page 46. After resetting the settings, the game deck may take a longer time to power on.

All documents and files you have created are left as they are.

Standby mode

Background image—You can select any image to be used as a background image in the standby mode. Select **Yes** to select an image from **Images**.

Left selection key and **Right selection key**—You can change the shortcuts that appear over the left  and right  selection keys in the standby mode. In addition to the applications, you can have the shortcut point to a function, for example, **New message**.



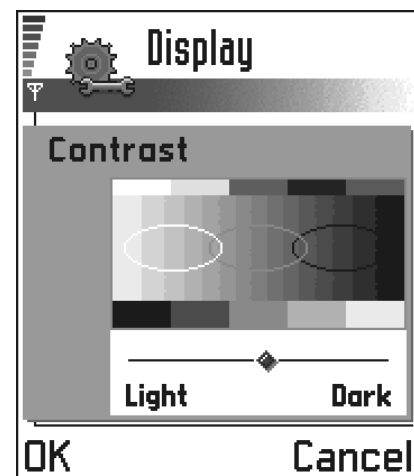
Note: You cannot have a shortcut to an application installed by you.

Display

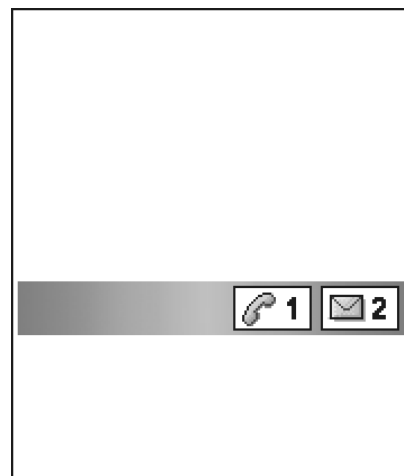
Contrast—To change the contrast of the display to lighter or darker.

Color palette—To change the color palette used on the display.

Screen saver timeout—The screen saver is activated when the screen saver timeout period is over. When the screen saver is active, the display is cleared and you can see the screen saver bar. To deactivate the screen saver press any key.




Screen saver—Select what appears on the screen saver bar: time and date or a text you have written yourself. The location and background color of the screen saver bar changes in one minute intervals. Also, the screen saver changes to indicate the number of new messages or missed calls.



Call settings



Note: To change the settings for call forwarding, press  and go to **Tools > Call forward**. See "Call forwarding settings" on page 19.


SEND MY CALLER ID

This Network Service allows you to set your phone number to be displayed (**Yes**) or hidden (**No**) from the person to whom you are calling, or the value may be set by your network operator or service provider when you make a subscription (**Set by network**).

CALL WAITING

The network will notify you of a new incoming call while you have a call in progress. Select **Activate** to request the network to activate call waiting, **Cancel** to request the network to deactivate call waiting, or **Check status** to check if the function is active or not.



AUTOMATIC REDIAL

When this setting is activated, your game deck will make a maximum of ten attempts to connect the call after an unsuccessful call attempt. Press  to stop automatic redialing.




SUMMARY AFTER CALL

Activate this setting if you want the game deck to briefly display the duration and cost of the last call. To show costs, the **Call cost limit** needs to be activated for your SIM card. See page 21.

1-TOUCH DIALING

Select **On** and the numbers assigned to the 1-touch dialing keys ( — ), can be dialed by pressing and holding the key. See also "Assign 1-touch dialing keys" on page 55.

ANYKEY ANSWER

Select **On**, and you can answer an incoming call by briefly pressing any key, except , , and .

The voice message indicator  appears if you have voice messages.

LINE IN USE (NETWORK SERVICE)


This setting appears only if the SIM card supports two subscriber numbers, that is, two phone lines. Select which phone line (**Line 1** or **Line 2**) you want to use to make calls and send text messages. Calls on both lines can be answered irrespective of the selected line.



Note: You will not be able to make calls if you select **Line 2** and have not subscribed to this Network Service.

To prevent line selection, select **Line change > Disable** if supported by your SIM card. To change this setting, you need the PIN2 code.



Tip: To switch between the phone lines, press and hold  in the standby mode.


• CONNECTION SETTINGS






Data connections and access points



Glossary: Access point—The point where your game deck connects to the Internet by way of a data call or packet data connection. An access point can be provided, for example, by a commercial Internet service provider (ISP), service provider for mobile devices, or network operator.

To define settings for access points, press  and go to **Tools > Settings > Connection > Access points**.

A data connection is required to connect to an access point. Your game deck supports three kinds of data connections:

- A GSM data call ()
- GSM high-speed data call ()
- Packet data (GPRS) connection ()

There are three different kinds of access points that you can define: MMS, browser, and Internet access point (IAP). Your service provider will know what kind of an access point is needed for the service you wish to access. You need to set access point settings to do the following:

- Send and receive multimedia messages
- Send and receive e-mail
- View Browser pages


- Download Java™ applications
- Use Image upload
- Use your game deck as a modem

See also "Data connection indicators" on page 7.

GSM data calls

A GSM data call enables data transmission rates to a maximum of 14.4 kb/s. For availability and subscription to data services, contact your network operator or service provider.

DATA CALL SETTINGS

- To insert basic GSM data call settings, press , and go to **Tools > Settings > Connection > Access points**. Then select **Options > Open > New access point**. Enter the following: **Connection name** (your choice), **Data bearer: GSM data**, **Dial-up number**, **Session mode: Permanent**, **Data call type: analog**, and **Maximum data speed: Automatic**.
- High-speed data call (High-Speed Circuit Switched Data, HSCSD)



Glossary: This setting enables data transmission rates to a maximum of 43.2 kb/s.

For availability and subscription to high-speed data services, please contact your network operator or service provider.

Sending data in HSCSD mode may drain the game deck battery faster than normal voice or data calls, as the game deck may send data more frequently to the network.



Tip: The Settings wizard program included in the PC Suite for your Nokia N-Gage game deck can help you configure access point and mailbox settings. You can also copy existing settings, for example, from your compatible computer to your game deck. See the CD-ROM supplied in the sales package.

Packet data (GPRS)



Glossary: Sends data in short packets over the mobile network.

PACKET DATA CONNECTION SETTINGS

- You may need to subscribe to the GPRS service. Contact your network operator or service provider.
- Go to **Settings > Connection > Access points** and select **Options > New access point**. Fill in the following: **Data bearer: GPRS** and **Access point name:** enter the name given by your service provider. See "Create an access point" on page 42 for further information.

Create an access point

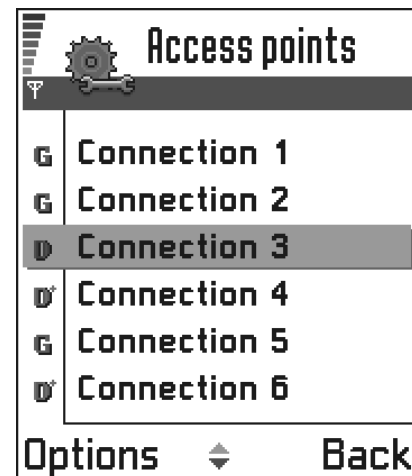
Options in the Access points list are **Edit**, **New access point**, **Delete**, **Help**, and **Exit**.

You may have preset access point settings in your game deck, or you may receive access point settings in a smart message from a service provider. See "Receive smart messages" on page 79.

If there are no access points defined when you open **Access points**, you will be asked if you want to create one.

If no access points are defined, create a new access point, by selecting **Options > New access point**. Then select from the following:

- **Use default settings** to use the default settings. Make the needed changes and press **Back** to save the settings.
- **Use existing settings** to use existing setting information as the basis for the new access point settings. A list of existing access points is opened. Select one and press **OK**. Access point settings are opened with some fields already filled.



Access points


Options when editing access point settings are **Change**, **Advanced settings**, **Help**, and **Exit**.

Here you can see a short explanation for every setting that may be needed for different data connections and access points.



Note: Start to fill in the settings from the top because depending on what data connection you select (**Data bearer**) or whether you need to insert a **Gateway IP address**, only certain setting fields are available. Carefully follow the instructions given by your service provider.

EDIT

When you open Access points, the list of currently available access points opens. Scroll to the access point you want to edit, and press .

Connection name—Enter a descriptive name for the connection.

Data bearer—The options are **GPRS**, **GSM data**, and **High speed GSM**. Depending on what data connection you select, only certain setting fields are available. Fill in all fields marked with **Must be defined** or with a red asterisk. Other fields can be left empty, unless you have been instructed otherwise by your service provider.




Note: To be able to use a data connection, the Network Service provider must support this feature, and if necessary, activate it for your SIM card.

Access point name (for packet data only)—The access point name makes a connection to the GPRS network. You obtain the access point name from your network operator or service provider.

Dial-up number (for GSM data and high-speed data only)—The modem telephone number of the access point.

User name—Write a user name if required by the service provider. The user name may be needed to make a data connection, and is usually given by the service provider. The user name is often case-sensitive.

Prompt password—If you must key in a new password every time you log on to a server, or if you do not want to save your password to the game deck, choose **Yes**.

Password—A password may be needed to make a data connection, and is usually given by the service provider. The password is often case-sensitive. When you are writing the password, the characters you enter are shown briefly and then changed to asterisks (*). The easiest way to enter numbers is to press  and select **Insert number** and then continue entering letters.

Authentication—Normal or Secure.

Gateway IP address—The IP address that the required Browser gateway uses.

Homepage—Depending on what you are setting up, write either the service address, or the address of the multimedia messaging center.

Connection security—Choose whether Transport Layer Security (TLS) is used for the connection. Follow the instructions given by your service provider.

Session mode—Permanent or Temporary.

Data call type (for GSM data and high-speed data only)—**analog, ISDN v.110, or ISDN v.120** defines whether the game deck uses an analog or digital connection. This setting depends on both your GSM network operator and Internet Service Provider (ISP), because some GSM networks do not support certain types of ISDN connections. For details, contact your ISP. If ISDN connections are available, they establish connections more quickly than analog methods.





Glossary: ISDN connections are a way to establish a data call between your game deck and your access point. ISDN connections are digital from end to end and as such offer quicker set-up times and faster data rates than analog connections. In order to use an ISDN connection, both your Internet service provider and network operator must support it.

Maximum data speed (for GSM data and high-speed data only)—The options are **Automatic, 9600, 14400, 19200, 28800, 38400, or 43200**, depending on what you have chosen in **Session mode** and **Data call type**. This option allows you to specify the maximum connection speed when high-speed data is used. Higher data rates may cost more, depending on the Network Service provider.



Note: The speeds above represent the maximum speed at which your connection will operate. During the connection, the operating speed may be less, depending on network conditions.



Tip: When you are writing, press  to open the special characters table. Press  to enter a space.

See also "Settings" on page 68, "E-mail settings" on page 89, and "Set up browser service" on page 105.

DELETE

In the list of access points, scroll to the access point you want to remove and select **Options > Delete**.

ADVANCED SETTINGS OPTIONS

Device IP address—The IP address of your phone.

Primary name server—The IP address of the primary DNS server.



Glossary: DNS—(domain name service). An Internet service that translates domain names such as **www.NokiaUSA.com** into IP addresses like **192.100.124.195**.

Second. name server—The IP address of the secondary DNS server.



Note: If you need to enter the **Device IP address**, **Primary name server**, or **Second. name server**, contact your Internet service provider to obtain these addresses.

The following settings are shown if you have selected data call and high-speed data as the connection type:

Use callback—This option allows a server to call you back once you have made the initial call. Contact your service provider to subscribe.

Callback type—The options are **Use server no.** or **Use other no.**. Ask your service provider for the correct setting to use; it will depend on the service provider's configuration.

Callback number—Key in your game deck data phone number. Usually this number is the data call phone number of your game deck.

Use PPP compression—When set to **Yes**, this option speeds up the data transfer, if supported by the remote PPP server. If you have problems with establishing a connection, try setting this to **No**. Contact your service provider for guidance.

PPP (point-to-point protocol)—a common networking software protocol that enables any computer with a modem and a phone line to connect directly to the Internet.

- **Use login script—**



Glossary: A login script is a sequence of instructions the system follows during the login process.

If your service provider requires a login script, or if you want to automate your login, select **Yes**.

- **Login script**—Key in the login script for the device.
- **Modem initialization** (modem initialization string)—Controls your game deck using modem AT commands. If required, enter characters specified by your GSM Network Service provider or Internet service provider.

• GPRS

Press  and go to **Tools > Settings > Connection > GPRS**.

The GPRS settings affect all access points using a packet data connection.

GPRS connection—If you select **When available** and you are in a network that supports packet data, the game deck registers to the GPRS network and sending text messages will be done using GPRS. Also, starting an active packet data connection, for example, to send and receive e-mail, is quicker. If you select **When needed**, the game deck will use a packet data connection only if you start an application or action that needs it.

Access point—The access point name is needed when you want to use your game deck as a packet data modem to your computer. For more information on modem connections, see the CD supplied with the game deck.



Note: If there is no GPRS coverage and you have chosen **When available**, the game deck will periodically try to establish a packet data connection.

Data call

Select **Settings > Connection > Data call**.

The data call settings affect all access points using a data call and high-speed data call.

Online time—If there are no actions the data call is dropped automatically after a time-out period. The options are **User defined**, in which case you enter a time, or **Unlimited**.

Date and time



The date and time settings allow you to define the date and time used in your game deck, as well as change the date and time format and separators. Choose **Clock type > Analog** or **Digital** to change the clock shown in the standby mode.

Choose **Auto time update** if you want the mobile phone network to update time, date, and time zone information to your game deck (Network Service). You must restart your game deck for Auto Time Update settings to take effect.



Tip: See also "Device settings" on page 37.

• SECURITY



Device and SIM

Explanations for the different security codes that may be needed:

PIN code (4–8 digits)—The PIN code protects your SIM card against unauthorized use. The PIN code is usually supplied with the SIM card.

After three consecutive incorrect PIN code entries, the PIN code is blocked. If the PIN code is blocked, you need to unblock it before you can use the SIM card again. See the information about the PUK code.

PIN2 code (4–8 digits)—The PIN2 code, supplied with some SIM cards, is required to access some functions, such as call cost counters.

Lock code (5 digits)—The lock code can be used to lock the game deck and keypad to avoid unauthorized use.



Note: The factory setting for the lock code is **12345**. To avoid unauthorized use of your game deck, change the lock code. Keep the new code secret and in a safe place separate from your game deck.

PUK and PUK2 codes (8 digits)—The PUK (Personal Unblocking Key) code is required to change a blocked PIN code. The PUK2 code is required to change a blocked PIN2 code. If the codes are not supplied with the SIM card, contact the operator whose SIM card is in your game deck for the codes.

You can change the lock code, PIN code, and PIN2 code. These codes can only include numbers, **0–9**.



Note: Avoid using access codes similar to emergency numbers, such as 911.

PIN code request—When the PIN code request is active, the code is requested each time the game deck is switched on. Note that deactivating the PIN code request may not be allowed by some SIM cards.

PIN code, PIN2 code, or Lock code—Open this setting if you want to change the code.



Tip: To lock the game deck manually, press . A list of commands opens. Select **Lock device**.

Autolock period—You can set an autolock period, a time-out after which the game deck is automatically locked and can be used only if the correct lock code is entered. Key in a number for the time-out in minutes or select **None** to turn off the autolock period.


To unlock the game deck, key in the lock code.



Note: When the game deck is locked, calls may be possible to the emergency number programed into your game deck (such as 911).

Lock if SIM changed—Select **Yes** if you want the game deck to ask for the lock code when an unknown, new SIM card is inserted into your game deck. The game deck maintains a list of SIM cards that are recognized as the owner's cards.

Options in the Fixed dialing view are **Open, Call, New contact, Edit, Delete, Add to Contacts, Add from Contacts, Help,** and **Exit.**

To view the list of Fixed dialing numbers, press  and go to **Tools > Fixed dialing.**

Fixed dialing—You can restrict your outgoing calls to selected phone numbers, if supported by your SIM card. You need the PIN2 code for this function. When this function is active, you can only call those phone numbers that are included in the fixed dialing list or which begin with the same digits as a phone number on the list.



Note: When Fixed dialing is set on, calls may be possible to certain emergency numbers in some networks (such as 911).

- To add new numbers to the fixed dialing list, select **Options > New contact** or **Add from Contacts.**


Closed user group—You can specify a group of people to whom you can call and who can call you. For more information, contact your network operator or service provider. Select **Default** to activate the default group agreed on with the network operator, **On** if you want to use another group (you need to know the group index number), or **Off.**



Note: When calls are limited to **Closed User Groups**, calls may be possible to certain emergency numbers in some networks (such as 911, or other official emergency number).

Confirm SIM services (Network Service)—To set the game deck to display confirmation messages when you are using a SIM card service.

Certificate management

In the **Certificate management** main view, you can see a list of authority certificates that have been stored in your game deck. Press  to see a list of user certificates, if available.



Glossary: Authority certificates are used by some browser services, such as banking services, for checking signatures or server certificates or other authority certificates. User certificates are issued to users by a certifying authority.

Options in the certificate management main view are **Certificate details**, **Delete**, **Trust settings**, **Mark/Unmark**, **Help**, and **Exit**.

Digital certificates should be used if you want to do the following:

- Connect to an online bank or another site or remote server for actions that involve transferring confidential information.
- Reduce the risk of viruses or other malicious software and be sure of the authenticity of software when downloading and installing software.

Digital certificates are used to verify the origin of browser pages and installed software. However, they can only be trusted if the origin of the certificate is known to be authentic.



Important: The existence of a certificate does not offer any protection by itself; the certificate manager must contain correct, authentic, or trusted certificates for increased security to be available.

CERTIFICATE DETAILS—CHECKING AUTHENTICITY

You can only be sure of the correct identity of a browser gateway or a server when the signature and the period of validity of a browser gateway or server certificate have been checked.

You will be notified on the game deck display if the identity of the browser server or gateway is not authentic or if you do not have the correct security certificate in your game deck.

To check certificate details, scroll to a certificate and select **Options > Certificate details**. When you open certificate details, certificate management checks the validity of the certificate and one of the following notes may appear:

Certificate not trusted—You have not set any application to use the certificate. For more information, see See "Change trust settings" on page 49.

Expired certificate—The period of validity has ended for the selected certificate.

Certificate not valid yet—The period of validity has not yet begun for the selected certificate.

Certificate corrupted—The certificate cannot be used. Contact the certificate issuer.



Important: Certificates have a restricted lifetime. If **Expired certificate** or **Certificate not valid yet** appears even if the certificate should be valid, check that the current date and time in your game deck are correct.

CHANGE TRUST SETTINGS

Scroll to an authority certificate and select **Options > Trust settings**. Depending on the certificate, a list of the applications that can use the selected certificate appears. For example:

Services > Yes—the certificate is able to certify sites.

Application manager > Yes—the certificate is able to certify the origin of new software.

Internet > Yes—the certificate is able to certify e-mail and imaging servers.



Important: Before changing these settings, you must make sure that you trust the owner of the certificate and that the certificate belongs to the listed owner.

• CALL RESTRICTIONS



Call restrictions is a Network Service that allows you to restrict the making and receiving of calls with your game deck. For this function, you need the restriction password, which you can obtain from your service provider.

Scroll to one of the barring options.

- Select **Options > Activate** to request the network to set call restriction on, **Cancel** to set the selected call restriction off, or **Check status** to check if the calls are barred or not.
- Select **Options > Edit restrictions passw.** to change the restriction password.
- Select **Options > Cancel all restrictions** to cancel all active call restrictions.



Note: When calls are restricted, calls may be possible to certain emergency numbers in some networks (such as 911).

Call restrictions affects all calls, including data calls.

You cannot have incoming calls restrictions, call forwarding, or fixed dialing active at the same time. See "Call forwarding settings" on page 19.

System



SYSTEM SELECTION

- **Automatic** sets the game deck to automatically search for and select one of the cellular networks available in your area, or
- **Manual** lets you select the desired network manually from a list of networks. If the connection to the manually selected network is lost, the game deck will sound an error tone and ask you to select a network again. The selected network must have a roaming agreement with your home network, that is, the operator whose SIM card is in your game deck.



Glossary: Roaming agreement—An agreement between two or more Network Service providers to enable the users of one service provider to use the services of other service providers.

CELL INFO DISPLAY

Select **On** to set the game deck to indicate when it is used in a cellular network based on Micro Cellular Network (MCN) technology and to activate cell info reception.

Accessory settings



Indicators shown in the standby mode are as follows:



A headset is connected.



A loopset is connected.

Scroll to an enhancement folder and open the settings:


- Select **Default profile** to select the profile you want to be activated each time when you connect a certain enhancement to your game deck. See "Profiles" on page 91.
- Select **Automatic answer** to set the game deck to answer an incoming call automatically after five seconds. If the **Ringing options** are set to **Beep once** or **Silent**, automatic answer cannot be in use.



Note: If you are using a loopset, you must activate it separately. Open the loopset folder and select **Use loopset > Yes**. If you have activated a loopset, the headset will use the same settings as the loopset.

7 Contacts



To open Contacts, in the standby mode press  or press **Contacts**.

In **Contacts**, you can store and manage contact information, such as names, phone numbers, and addresses. Contacts use shared memory. See "Shared memory" on page 14.

You can also add a personal ringing tone, voice tag, or a thumbnail image to a contact card. You can create contact groups, which allow you to send text messages or e-mail to many recipients at the same time.

Options in the Contacts directory are **Open**, **Call**, **Create message**, **New contact**, **Edit**, **Delete**, **Duplicate**, **Add to group**, **Belongs to groups**, **Mark** or **Unmark**, **Send**, **Contacts info**, **Help**, and **Exit**.



• CREATE CONTACT CARDS

- 1 Open **Contacts** and select **Options** > **New contact**.


An empty contact card opens.

- 2 Fill in the fields you want and press **Done**.

The contact card is saved and closed, after which you can see it in the Contacts directory.

Copy contacts

FROM SIM TO PHONE

- 1 Press  and go to **Tools** > **SIM direct**.
- 2 Scroll to a name and select **Options** > **Copy to Contacts**.


FROM PHONE TO SIM

- 1 Go to **Contacts** and open a contact card.
- 2 Scroll to the number, and select **Options** > **Copy to SIM direct**.

For information about creating contact groups, see "Manage contact groups" on page 57.

• EDIT CONTACT CARDS

Options when editing a contact card are **Add thumbnail** (or **Remove thumbnail**), **Add detail**, **Delete detail**, **Edit label**, **Help**, and **Exit**.



- 1 In the contacts directory, scroll to the contact card you want to edit and press  to open it.
- 2 To change the information on the card, select **Options > Edit**.
- 3 Scroll to the information field and enter text or numbers.
A blinking cursor bar shows where the information appears.
- 4 To save your changes and to return to the contact card view, press **Done**.

Delete

INDIVIDUAL CONTACTS

- 1 In the **Contacts** directory, scroll to the contact card you want to delete.
- 2 Select **Options > Delete**.

MULTIPLE CONTACTS

- 1 Scroll to a contact you want to delete and select **Options > Mark**.
A check mark is placed next to the contact card.
OR
Press and hold  and simultaneously press .
- 2 When you have marked all the contacts you want to delete, select **Options > Delete**.

Add and remove details

- 1 Open a contact card and select **Options > Edit**.
- 2 To add an extra field, select **Options > Add detail**.
 - To delete a field you do not need, select **Options > Delete detail**.
 - To rename a contact card field label, select **Options > Edit label**.

Insert a picture


There are two different types of pictures you can add to a contact card. See "Images and Screen shot" on page 58 for more information on how to store pictures.

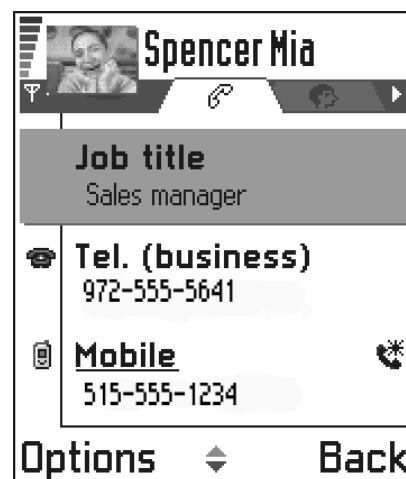
- 1 To attach a thumbnail image to a contact card, open a contact card, select **Options > Edit**.

2 Select **Options > Add thumbnail**.

The thumbnail image appears as the contact is calling you.




To add an image to a contact card:

- 1 Open a contact card.
- 2 Press  to open the Image view.
- 3 Select **Options > Add image**. You can search for an image in Device memory or the memory card (if installed).
- 4 When you find the image you want, press **Select**.



• VIEW CONTACT CARDS

Options when viewing a contact card, when the selection is on a telephone number are **Call, Create message, Edit, Delete, Defaults, Add voice tag (or Voice tag), Assign or Remove 1-touch no., Ringing tone, Copy to SIM direct., Send, Help, and Exit**.

Contact information view () shows all information inserted in the contact card. Press  to open the Image view ().


Only fields that have information appear in the contact information view. Select **Options > Edit** to see all fields and add data to the contact.

Assign default numbers and addresses

If a contact has several telephone numbers or e-mail addresses, to speed up calling and sending messages, you can define certain numbers and addresses to be used as the default.

Open a contact card and select **Options > Defaults**. A popup window opens, listing the different options.



Example: Scroll to **Phone number** and press **Assign**. A list of phone numbers in the selected contact card appears. Scroll to the one you want to have as the default and press . When you return back to the contact card view, you can see the default number underlined.

• VOICE DIALING

You can make a phone call by speaking a voice tag that has been added to a contact card. Any spoken words can be a voice tag. Before using voice dialing, note the following:


- Voice tags are not language-dependent. They are dependent on the speaker's voice.
- Voice tags are sensitive to background noise. Record them and make calls in a quiet environment.
- Very short names are not accepted. Use long names and avoid similar names for different numbers.
- You must say the name exactly as you said it when you recorded it. This may be difficult in a noisy environment or during an emergency, so you should not rely solely upon voice dialing in all circumstances.



Example: You can use a person's name for a voice tag, for example, "John's mobile."

Add a voice tag

Voice tags can only be added to phone numbers that are already stored in the game deck memory. See "Copy contacts" on page 51. You can have only one voice tag per contact card.

- 1 In the **Contacts** directory, scroll to the contact to which you want to add a voice tag and press  to open the contact card.

- 2 Scroll to the number to which you want to add the voice tag and select **Options > Add voice tag**. The game deck dials this number.


The message **Press Start, then speak after tone** appears.

- 3 Press **Start** to record a voice tag.

The game deck sounds a starting tone and **Speak now** appears.

When recording, hold the game deck at a short distance away from your mouth. After the starting tone, say clearly the words you want to record as a voice tag. After recording, the game deck plays the recorded tag and **Playing voice tag** appears.

- 4 If you do not want to save the recording, press **Quit**.

When the voice tag is saved, **Voice tag saved** appears and a beep sounds. A symbol  appears next to the number in the contact card.




Note: Your game deck will store up to 25 voice tags attached to phone numbers. If the memory becomes full, delete some of the voice tags.

To view a list of defined voice tags, select **Contacts > Options > Contacts info > Voice tags** in the Contacts directory.

MAKE A VOICE TAG CALL

To make a call by using a voice tag, end all active data connections. You may also use the headset.


- 1 In the standby mode, press and hold . A short tone sounds and **Speak now** appears. The loudspeaker also activates.
- 2 Hold the game deck at a short distance away from your mouth and say the voice tag clearly.

You must say the voice tag exactly as you said it when you recorded it. The game deck plays the original voice tag, displays the name and number, and after 1.5 seconds dials the number of the recognized voice tag.



Note: When an application using a data call or GPRS connection is sending or receiving data, you cannot use voice dialing.

REPLAY, ERASE, OR CHANGE A VOICE TAG

To replay, erase, or change a voice tag, open a contact card and scroll to the number that has a voice tag (indicated by ) and select **Options > Voice tags >** and either one of the following:

Playback—to listen to the voice tag again

Delete—to erase the voice tag

Change—to record a new voice tag. (Press **Start** to record.)

• ASSIGN 1-TOUCH DIALING KEYS

Use 1-touch dialing as a quick way to call frequently used numbers. You can assign 1-touch dialing keys to eight phone numbers. Number 1 is reserved for the voice mailbox.

ACTIVATE 1-TOUCH DIAL

- 1 Press , go to **Tools > Settings > Call > 1-touch dialing**.
- 2 Set the function to **On**.

ASSIGN KEYS

- 1 Open the contact card for which you want a 1-touch dialing key and select **Options > Assign 1-touch number**.

The 1-touch dialing grid opens, showing you the free numbers.

- 2 Scroll to a number and press **Assign**.


When you return to the contact information view, you can see the 1-touch dial icon next to the number.

- 3 To call the contact by 1-touch dialing, go to the standby mode, and press and hold the 1-touch dialing key until the call is started.



• ADD A RINGING TONE

You can set a ringing tone for each contact card and group. When that contact or group member calls you, the game deck plays the chosen ringing tone (if the caller's telephone number is sent with the call and your game deck recognizes it).

- 1 Press  to open a contact card or go to the Groups list and select a contact group.
- 2 Select **Options > Ringing tone**.
A list of ringing tones opens.
- 3 Use the controller key to select the ringing tone you wish to use for the contact or group and press **Select**.

For an individual contact, the game deck always uses the ringing tone that was assigned last. So, if you first change a group ringing tone and then the ringing tone of a single contact that belongs to that group, the ringing tone of the single contact will be used when the contact calls you the next time.

• SEND CONTACT INFORMATION

- 1 In the contacts directory, scroll to the card you want to send.
- 2 Select **Options > Send**, then select the method.
The choices are **Via text message**, **Via e-mail** (available only if the correct e-mail settings are in place), and **Via Bluetooth**. The contact card you want to send has now become a "business card". For further information, see the "Messaging" chapter, and "Send data" on page 118.

You can add received business cards to your Contacts directory. See "Receive smart messages" on page 79 for further information.



Note: Contact information can only be sent to or received from compatible devices.



Glossary: When you send or receive contact information, the term "business card" is used. A business card is a contact card in a format suitable to be sent in a text message, usually in "vCard" format.

• MANAGE CONTACT GROUPS

You can create contact groups, which can, for example, be used as distribution lists for sending text messages and e-mail. See also page 56 for how to add a ringing tone for a group.

Options in the Groups list view are **Open**, **New group**, **Delete**, **Rename**, **Ringing tone**, **Contacts info**, **Help**, and **Exit**.

Create contact groups

- 1 In the contacts directory, press to open the groups list.
- 2 Select **Options > New group**.
- 3 Write a name for the group or use the default name **Group** and press **OK**.



Add members

ONE NAME AT A TIME

- 1 After creating a contact group, return to the contacts directory, scroll to the contact you want to add to a group, and select **Options > Add to group**.

A list of available groups appears.

- 2 Scroll to the group you want to add the contact to and press . You can also add multiple members.

MULTIPLE NAMES

- 1 In the groups list, open a group and select **Options > Add members**.
- 2 Scroll to a contact and press to mark it. Repeat this action on all the contacts you want to add and press **OK** to add them to the selected group.


Remove members

- 1 Go to the groups list, scroll to the group you want to modify, and press .
- 2 Scroll to the contact you want to remove and select **Options > Remove from group**.
- 3 Press **Yes** to remove the contact from the group.

8 Images and Screen shot

• IMAGES

The Image features require Network Service.

Press  and go to **Media > Images**.



Store pictures

Images allows you to view, organize, delete, and send photos and pictures stored in your game deck. In Images you can organize images sent to your Inbox in a multimedia or a picture message, as an e-mail attachment, using a Bluetooth connection, or saved from the screen shot application. After receiving the image in **Inbox**, you need to save it in Images.

In the Images main view you can see a list of photos and folders. In the list you can see the following:






- The date and time an image was saved
- A small thumbnail picture
- The number of items inside a folder
- A tab showing whether the images or folders are located in the game deck memory or the memory card, if used.

Options in Images include **Open, Send, Image uploader, Delete, Move to folder, New folder, Mark/Unmark, Rename, View details, Add to favorites, Update thumbnails, Help, and Exit.**





View images

When you open Images and you use a memory card, the starting tab is determined by which memory is selected as the **Memory in use**.

- 1 Press  or  to move from one memory tab to another.
- 2 To browse the images, press  and .
- 3 Press , to open an image.

When the image is open, you can see the name of the image and the number of images in the folder on the top of the display.

Options when viewing an image are **Send, Rotate, Zoom in, Zoom out, Full screen, Delete, Rename, View details, Add to favorites, Help, and Exit.**

When you are viewing an image, pressing  or  takes you to the next or previous picture in the current folder.

You can view animated GIF files in the same way as other images. Animations are played only once. When an animation stops, you will see a fixed image. To view the animation again, you must close it and then reopen it.

ZOOM IN OR OUT

- 1 Select **Options > Zoom in** or **Zoom out**.

You can see the zooming ratio at the top of the display. See also section "Keyboard shortcuts" in this chapter.


- 2 Press **Back** to return to the initial view.

The zoom ratio is not stored permanently.

You cannot zoom in on GIF animations while they are playing.



FULL SCREEN

When you select **Options > Full screen**, the panes around the picture are removed so that you can see more of the image. Press  to go back to the initial view.

MOVE THE FOCUS

When you are zooming or viewing an image in full screen mode, use the controller key to move the focus to the left, right, up, or down, so that you can take a closer look at one part of the picture, for example, its upper right corner.

ROTATE

Select **Options > Rotate > Left** to rotate an image 90 degrees counter-clockwise or **Options > Rotate > Right** to rotate the image clockwise. The rotation status is not stored permanently.

KEYBOARD SHORTCUTS



Rotate clockwise



Scroll up



Scroll right



Rotate counter-clockwise



Scroll down



Zoom in



Toggle Screen view
(Press and hold to return to normal view)



Scroll left



Zoom out

IMAGE DETAILS VIEW

To view the detailed information about an image, scroll to the image and select **Options > View details**. A list of image information appears:

Format—JPEG, GIF, PNG, TIFF, MBM, BMP, WBMP, OTA, WMF, Unsupported, or **Unknown**.


Date and Time—when the image was created or saved

n x n—the size of the image in pixels

Size—in bytes or kilobytes

Color—True color, 65536 colors, 4096 colors, 256 colors, 16 colors, Greyscale, or **Black/white**

Arrange images and folders


- To remove an image or folder, scroll to it and select **Options > Delete**.
- To rename an image or a folder, scroll to the image or folder you want to rename and select **Options > Rename**. Write the new name and press .

See "Application actions" on page 10 for further information on how to create folders and mark and move items to folders.

Send images

You can send images using different messaging services to compatible devices.

- 1 Scroll to the image you want to send and select **Options > Send**.
- 2 Select the method from the following choices: **Via multimedia**, **Via e-mail** or **Via Bluetooth**.

If you select to send the image in an e-mail or a multimedia message, an editor opens. Press  to select the recipients from the Contacts directory or write the phone number or e-mail address of the recipient in the **To:** field. Add text or sound and select **Options > Send**. For more information, see "E-mail" on page 76.





If you want to send the image using a Bluetooth connection, see "Send data" on page 118 for more information.



Note: When sending images, your device may display **Message Sent**.

This indicates the message has been sent to the message center number programmed into your device. This does not indicate the message has been received at the intended destination. For more details about messaging services, check with your service provider.





Tip: You can send several images at a time using a Bluetooth connection. To send several images at a time you need to mark them first. To mark several images at a time, use the **Options > Mark/Unmark** commands, or press and hold  while pressing  or . As the selection moves, a check mark is placed next to the images. To end the selection, release .

Picture messages folder

In the picture messages folder, you can find graphics sent to you in picture messages. Options in the picture messages folder are **Open, Send, Delete, Mark/Unmark, Rename, View details, Help, and Exit.**



If you want to save a graphic you have received in a picture message, go to **Messaging > Inbox**, open the message, and select **Options > Save picture.**

VIEW PICTURES

- 1 Scroll to the picture you want to view and press .
- 2 Press  to view the next picture in the folder.
- 3 Press **Back** to return to the main picture messages view.


• SCREEN SHOT

Press  and go to **Media > Screen shot.**

The **Screen shot** application lets you capture images from the screen of your game deck. You can then send them to your friends in multimedia messages. You can run **Screen shot** in the background so that it disappears from the screen and is only activated when you press a key combination that you assign in **Settings** (the default is  + ). See "Run in the background" on page 62, and "Change settings" on page 62.

Options in **Screen shot** are **Keep app. active, Settings, Help, and "To continue taking screen shots, select 'Keep app. active' instead of exiting. Exit now?"**

You can select one of three formats: **Low JPG, High JPG or MBM.**

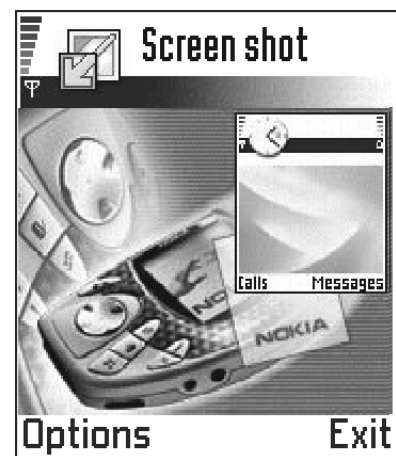
- 1 Press  and select **Media > Screen shot.**
- 2 Select **Options > Keep app. active.**

Press Edit + control key to make a Screen Shot appears and the application disappears from the screen.

- 3 Press  +  to capture a screen.



Note: If memory is getting low, the game deck may close some applications. The game deck saves any unsaved data before an application is closed. See "Switch between applications" on page 9.



Run in the background

When you select **Options > Keep app. active**, the application disappears from the screen. **Screen shot** is still active, has no effect on any application you want to run, and lets you capture the screen contents anytime (for example, when you are playing a game) by pressing a key combination that you assign in **Settings**. See "Change settings" on page 62.

Change settings

Select **Settings** to open a list of **Screen shot** settings you can define.

Take scr. shot with—Select a key combination to activate Screen shot.

Folder name—Write a descriptive name for the folder where the screen shots are saved.

Screen shot name—Write a descriptive name for the image.

Screen shot quality—Select one of three formats:

- Low JPG
- High JPG
- MBM

Use default name—Select **Yes** if you want to save the image using the name you entered in the **Screen shot name** option. Select **No** to enter an individual name for every image (the name you entered in the **Screen shot name** option appears by default).


Options available are **Take scr. shot with**, **Folder name**, **Screen shot name**, **Screen shot quality**, and **Use default name**.

You can save multiple images with the same image name (for example "Screenshot"). The images are saved as "Screenshot," "Screenshot(01)," "Screenshot(02)," etc.

9 RealOne Player™



Note: Your game deck must be switched on to use this function. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.

Press  and go to **Media > RealOne**.

With the RealOne Player you can play media files stored in the game deck memory or on a memory card, or play music and video files and stream live content from the Internet.

Options in list view include **Play, Open, Rename, Edit link** (shown if a remote media clip (link) is selected), **Delete** (shown if a local media clip is selected), **New folder, Move to folder, Mark/Unmark, Send, Add to favorites, Settings, About product, Help** and **Exit**.



Glossary: Media files are video, music or audio clips which you can play on a media player like the RealOne Player. Files with extensions .3gp, .amr, .rm, .ram, .ra and .rv. are supported by the RealOne Player.

RealOne Player uses shared memory. See "Shared memory" on page 14.

• PLAY MEDIA FILES



Note: You cannot connect to a site unless you have configured an access point. See **Default Access Point** setting on page 65.

You can play any music or video file from the supported format list shown when you start the RealOne Player or directly from the Internet.

- To play a media file stored in your game deck's memory or memory card, open RealOne Player, scroll to the file and select **Options > Play**.
- To play a media file directly, or stream live content from the Internet, select **Options > Open > URL address** and enter the URL for the desired Internet site.



Before your media file or stream begins playing, your game deck will connect to the site and load the file.



Glossary: Streaming is playing sound or video in real time as it is downloaded from the Internet, as opposed to storing it in a local file first.









Glossary: Buffering is the temporary storage of a part of your streaming content into the game deck memory before it is played.

Media Guide

From your RealOne Player you can open a browser page containing a Media Guide with links to streaming media sites and files.

To view the Media Guide, open RealOne Player and select **Options > Open > Guide**.

Volume control

- To increase the volume, press , or to decrease the volume, press .
- To mute the sound, press  and hold until the  indicator appears.
- To turn on the sound, press  and hold until you see the  indicator.



• SEND MEDIA FILES

You can send media files by using the **Send** option from your video clip list. This feature requires related Network Service.

- 1 Scroll to the file you want to send and select **Options > Send**.
- 2 Select **Via Bluetooth** or **Via multimedia** to send the file.

• CHANGE THE SETTINGS



Tip: When you select one of the settings, a tab view is opened. Press  or  to move between the different setting tabs. The following icons indicate the setting:



Video



Playback



Network



Proxy

To change the **Video** settings, select **Options > Open** to see the following list of settings:

Video quality—Choose **Sharp images** to have better picture quality, but slower framerate, or **High framerate** for faster framerate, but lower picture quality.

Auto. scale—Choose **On** to have automatic resizing of the video image.

To change the **Playback** settings, select **Options > Open** to see the following setting:

Repeat—Choose **On** to have the playing video or audio file restart automatically once it has finished.

To change the **Network** settings, select **Options > Open** to see the following list of settings:

Default Access Point—As defined in **Connection settings**, see "Access points" on page 42.

Bandwidth—Choose **Automatic** to enable the best delivery rate available.

Maximum bandwidth—Choose the maximum bandwidth for streaming content.

Connection time-out—Open the slider view to change the waiting time for the initial server connection on a streaming session.

Server time-out—Open the slider view to change the time allowed for no response from the server.

Highest port and **Lowest port**—Enter the port numbers for streaming. If you are not sure of the numbers, contact your service provider.

To change the **Proxy** settings, select **Options > Open** to see the following list of settings:

Use Proxy, Host address, Port—Choose whether a proxy is used.

10 Messaging



Note: Your game deck must be switched on to use the functions in the **Messaging** folder. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.

In **Messaging** you can create, send, receive, view, edit, and organize text messages, multimedia messages, e-mail messages, and smart messages (special text messages containing data).




In addition to these, you can receive messages and data using a Bluetooth connection, receive WAP service messages, cell broadcast messages, and send service commands. Text and multimedia messages use shared memory. See "Shared memory" on page 14.

Options in the main view are **Create message**, **Connect** (shown if you have defined settings for the mailbox), or **Disconnect** (shown if there is an active connection to mailbox), **SIM messages**, **Cell broadcast**, **Service commands**, **Settings**, **Help**, and **Exit**.

• CREATE AND SEND NEW MESSAGES






Note: When sending messages, your game deck may display **Sent**. This is an indication that the message has been sent by your game deck to the message center number programmed into your game deck. This is not an indication that the message has been received at the intended destination. For more details about messaging services, check with your service provider.

- 1 Press , go to **Messaging**, and press .
New message appears highlighted.
- 2 Press . Three message types appear: **Text message**, **Multimedia message**, and **E-mail**.
- 3 Scroll to the type of message you want to create and press **OK**.

Write and send text messages

The Text Message editor opens with the cursor in the **To:** field.

- 1 Press  to select recipients from the Contacts directory or write the phone number of the recipient. (See "Add a recipient" on page 72 for more ways to add names.)

Press  to add a semicolon (;) to separate each recipient. Press  to move to the message field.

2 Write the message. (See "Write text" on page 73 for details.)



Note: Your game deck supports sending multiple text messages at the same time. Therefore, the normal 160-character limit for one text message can be exceeded. If your text exceeds 160 characters, it will be sent in two or more messages and message sending may cost more.

In the navigation bar, you can see the message length indicator counting backwards from 160. For example, 10 (2) means that you can still add 10 characters for the text to be sent as two messages.

3 To send the message, select **Options > Send** or press .

Options in the text message editor are **Send**, **Add recipient**, **Insert**, **Delete**, **Message details**, **Sending options**, **Help**, and **Exit**.

SEND SMART MESSAGES

Smart messages are special text messages that can contain data. You can send the following smart messages:

- Picture messages
- Business cards containing contact information in generic (vCard) format
- Calendar notes (vCalendar format)

For more information, see "Send contact information" on page 56, "Send calendar entries" on page 98, and "Send bookmarks" on page 107.



Tip: You can also receive ringing tones, operator logos, or settings from service providers. See page 79.

CREATE AND SEND PICTURE MESSAGES

Your game deck allows you to send and receive picture messages. Picture messages are text messages that contain small black-and-white graphics. There are several default pictures available in the **Picture msgs.** folder in **Media > Images**.




Note: This function can be used only if it is supported by your network operator or service provider. Only devices that offer picture message features can receive and display picture messages.


Options in the picture message editor are **Send**, **Add recipient**, **Insert**, **Remove picture**, **Delete**, **Message details**, **Help**, and **Exit**.

To send a picture message:


- 1 Do one of the following:

Press  and go to **Media > Images > Picture msgs.** and select a picture to be sent. Select **Options > Send**.

OR

Press  and select **Messaging > New message > Create: Text message** and select **Insert > Picture**.

- 2 Enter recipient information and add text. (See "Write text" on page 73 for details on writing text.)

- 3 Select **Options > Send** or press .

Each picture message is made up of several text messages. Therefore, sending one picture message may cost more than sending one text message.



Multimedia messages

A multimedia message can contain a combination of text and video clips, or text, images and sound clips, but never a combination of images and video clips.

Options in the multimedia message editor are **Send, Add recipient, Insert, Preview message, Remove, Objects, Delete, Message details, Sending options, Help,** and **Exit**.



Important: Copyright protections may prevent some images, ringing tones and other content from being copied, modified, transferred, or forwarded.




Note: This function can be used only if it is supported by your network operator or service provider. Only devices that offer compatible multimedia message or e-mail features can receive and display multimedia messages. Devices that do not have these features may receive details of a link to a web page. Before you can create a multimedia message, write an e-mail, or connect to your remote mailbox, you must have the correct connection settings in place. See "E-mail settings" on page 89, and "Multimedia messages settings" on page 87.

SETTINGS

You may receive the settings as a smart message from your network operator or service provider. See "Receive smart messages" on page 79.

For availability of and subscription to data services, please contact your network operator or service provider.

- 1 Press  and go to **Settings > Connection > Access points** and define the settings for a multimedia messaging access point:
Connection name—Give a descriptive name for the connection.
Data bearer—Select a data connection type: **GPRS**, **GSM data**, or **High speed GSM**.
Gateway IP address—enter the address.
Homepage—enter the address of the multimedia messaging center. For example, domain names such as **www.NokiaUSA.com** can be translated into IP addresses like **192.100.124.195**.
- 2 If you selected **GSM data** or **High speed GSM**, fill in **Dial-up number**—a phone number for the data call.
- 3 If you selected **GPRS**, fill in **Access point name**—the name given by your service provider.
 For further information on different data connections, see also "Connection settings" on page 40.
- 4 Go to **Messaging > Options > Settings > Multimedia message**.
- 5 Open **Preferred connection** and select the access point you created to be used as the preferred connection. See also "Multimedia messages settings" on page 87.

SET UP MEMORY

The memory in use defines whether the game deck memory or the memory card are used as default.








Note: The game deck automatically uses device memory. If no memory card is installed, **Memory in use** does not appear in the menu.

To define the memory in use, go to **Messaging > Options > Settings > Other > Memory in use**, and select either the game deck's memory (Device memory) or the memory card.

CREATE MULTIMEDIA MESSAGES

When you send a multimedia message to a compatible device other than a Nokia N-Gage game deck, use a smaller image size and a sound clip that is no longer than 15 seconds. The default setting is **Image size: Small**. If you want to check the image size setting, go to **Messaging > Options > Settings > Multimedia message** or select **Options > Sending options** when you are creating a multimedia message. When you are sending a multimedia message to an e-mail address or another Nokia N-Gage game deck, if possible, use the larger image size (network dependent). To change the setting, select **Options > Sending options > Image size > Large** when you are creating a multimedia message.

- 1 In **Messaging**, select **New message** and press .
- 2 Scroll to **Multimedia message** and press **OK**.
The cursor appears in the **To:** field.
- 3 Press  to select the recipients from the Contacts directory or write the phone number or e-mail address of the recipient in the **To:** field.
Add a semicolon (;) to separate each recipient. Press  to move to the next field.
You can add the different objects of the multimedia message in any order.
- 4 To add an image, select **Options > Insert > Image**.

- To add a sound, select **Options > Insert > Sound clip** or **New sound clip**. When sound has been added, the  icon appears in the navigation bar.
- To add video, select **Options > Insert > Video clip**.
- To write text, press .
- If you select **Insert > Image**, **Sound clip**, **Video clip**, or **Template**, a list of items opens. Scroll to the item you wish to add and press **Select**.



If you chose **Image** or **Video clip**, indicate where the image is stored—game deck (**Device memory**) or the memory card.

If you select **Insert > New sound clip**, **Recorder** opens and you can record a new sound. The new image or sound is automatically saved and a copy is inserted in the message.



Note: A multimedia message can contain only one image and one sound clip.

- 5 To send the message, select **Options > Send** or press .

PREVIEW A MULTIMEDIA MESSAGE

To see how a multimedia message will appear when received on a compatible device, select **Options > Preview message**.

REMOVE AN OBJECT

To remove a multimedia object, select **Options > Remove > Image**, **Video clip** or **Sound clip**. Press  to remove text.

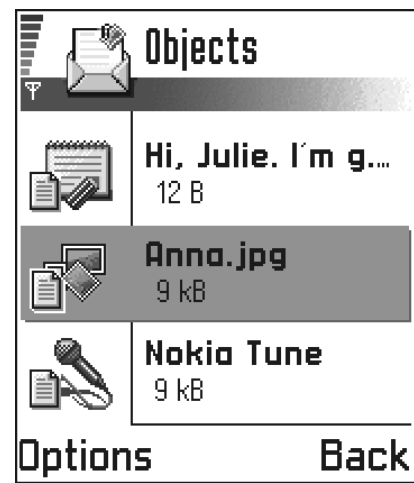
WORK WITH MEDIA OBJECTS

To see all the different media objects included in a multimedia message, open a multimedia message and select **Options > Objects** to open the Objects view.

In the **Objects** view, you can change the order of the different objects, delete objects, or open an object in a corresponding application.

You can see a list of different objects and their file sizes.

Options in the **Objects** view are **Open**, **Place image first** / **Place text first**, **Remove**, **Help**, and **Exit**.



Messaging folders

When you open **Messaging**, you can see the **New message** function and a list of default folders:



Inbox—contains received messages except e-mail and cell broadcast messages. E-mail messages are stored in the **Mailbox**. You can read cell broadcast messages by selecting **Options > Cell broadcast**.



My folders—for organizing your messages into folders.



Tip: Organize your messages by adding new folders under My folders.



Mailbox—When you open this folder, you can either connect to your remote mailbox to retrieve your new e-mail messages or view your previously retrieved e-mail messages offline. See page 81 for further information on online and offline modes. After you have defined settings for a new mailbox, the name given to that mailbox will replace **Mailbox** in the main view. See "E-mail settings" on page 89.



Drafts—stores draft messages that have not been sent.




Sent—stores the last 20 messages that have been sent. To change the number of messages to be saved, see "Other folder settings" on page 90.





Outbox—is a temporary storage place for messages waiting to be sent.



Reports—you can request the network to send you a delivery report of the text messages, smart messages, and multimedia messages you have sent. To turn on delivery report reception, select **Options > Settings > Text message > Open**, scroll to **Receive report**, and press  to select **Yes**.



Note: Receiving a delivery report of a multimedia message that has been sent to an e-mail address might not be possible.

When you have opened one of the default folders, for example, **Sent**, you can easily move between the folders: by pressing  to open the next folder (**Outbox**), or by pressing  to open the previous folder (**Drafts**).


General Message information


The message status is always either draft, sent, or received. Messages can be saved to the **Drafts** folder before they are sent. Messages are temporarily placed to **Outbox** to wait for sending. After a message has been sent, you can find a copy of the message in the **Sent** folder. Received and sent messages are in read-only state until you select **Reply** or **Forward**. Then the message is copied to an editor. Note that you cannot forward e-mail messages you have sent. You must send the message again.



Note: Messages or data sent using a Bluetooth connection are not saved in the Draft or Sent folders.




Open a received message

- 1 When you receive a message,  **1 new message** appears.
- 2 Press **Show** to open the message.



If you have more than one new message, the Inbox opens and message headings appear. To open a message in Inbox, scroll to it and press .


Add a recipient

When you create a message, there are several ways to add a recipient. You can write the phone number or e-mail address of the recipient in the **To:** field, or copy the recipient information from another application and then paste it to the **To:** field. See "Copy text" on page 76. Also, you can enter a recipient from the Contacts directory:

- 1 To open the Contacts directory, press  or  in the **To:** or **Cc:** fields, or select **Options > Add recipient**.
- 2 Scroll to a contact and press  to mark it.
You can mark several recipients at a time.
- 3 Press **OK** to return to the message.

The recipients are listed in the **To:** field and automatically separated with a semicolon (;).

 **Tip:** Press  to delete a recipient to the left of the cursor.

 **Note:** If you write many phone numbers or e-mail addresses in the **To:** field, you must remember to add a semicolon (;) between each item to separate them from each other. When you retrieve recipients from the Contacts directory, the semicolon is added automatically.


Sending options









To change how a message is sent, select **Options > Sending options** when you are editing a message. When you save the message, its sending settings are also saved.


• WRITE TEXT




You can enter text in two different ways. You can use the method traditionally used in mobile devices or you can use an advanced method called predictive text input.





Use traditional text input

The indicator  appears on the top right of the display when you are writing text using traditional text input.

- Press a number key ( — ) repeatedly until the desired character appears. Note, that there are more characters available for a number key than are printed on the key.
- To insert a number, press and hold the number key.
- To switch between letter and number mode, press and hold .
- If the next letter is located on the same key as the present one, wait until the cursor appears (or press  to end the time-out period), and key in the letter.
- If you make a mistake, press  to remove a character. Press and hold  to clear more than one character.
- The most common punctuation marks are available under . Press  repeatedly to reach the desired punctuation mark.



Press  to open a list of special characters. Use the controller key to move through the list and press **OK** to select a character.



- To insert a space, press . To move the cursor to the next line, press  three times.
- To switch character cases, **Abc**, **abc**, and **ABC**, press .

 and  indicate the selected case.  means that the first letter of the word, is written in upper case, and all the other letters will automatically be written in lower case.  indicates number mode.

Use predictive text input

To activate predictive text input, press  and select **Predictive text on**. This activates predictive text input for all editors in the game deck. The  indicator appears at the top of the display.

 **Tip:** To set predictive text input on or off, press  twice quickly when writing text.






- 1 Write the desired word by pressing the keys  – .







Press each key only once for one letter. The word changes after every key press.



Note: The word match evolves as you add new letters, so wait until you have keyed in the whole word before you check the result.





For example, to write "Nokia" when the English dictionary is selected.








Press  for **N**,  for **o**,  for **k**,  for **i**, and  for **a**. The word suggestion changes after each key press.

- 2 When you have finished the word, check that it is correct.
 - If the word is correct, you can confirm it by pressing  or by pressing  to insert a space. The underlining disappears and you can begin to write a new word.
 - If the word is not correct, press  repeatedly to view the matching words the dictionary has found one by one, or press  and select **Predictive text > Matches** to view a list of matching words. Scroll to the word you want to use and press  to select it.
 - If **?** appears after the word, the word you intended to write is not in the dictionary. To add a word to the dictionary, press **Spell**, key in the word (up to 32 letters) using traditional text input, and press **OK**. The word is added to the dictionary. When the dictionary becomes full, a new word replaces the oldest added word.
 - To remove the **?** and clear characters one by one from the word, press .




Predictive text input tips

- To erase a character, press . Press and hold  to clear more than one character.
- To change between the different character cases **Abc**, **abc**, and **ABC**, press . Note that if you press  quickly twice the predictive text input is turned off.


- To insert a number in letter mode, press and hold the desired number key, or press  and select **Insert number**. Key in the numbers you want, and press **OK**.
- To switch between letter and number mode, press and hold .
- The most common punctuation marks are available under . Press  and then  repeatedly to reach the desired punctuation mark.
- Press and hold  to open a list of special characters. Use the controller key to scroll through the list and press **Select** to select a character. Or press  and select **Insert symbol**.





Tip: The predictive text input will try to guess which commonly used punctuation mark (.,?!') is needed. The order and availability of the punctuation marks depend on the language of the dictionary.

- Press  repeatedly to view the matching words the dictionary has found one by one.


You can also press , select **Predictive text** and select

- **Matches**—to view a list of words that correspond to your key presses. Scroll to the desired word and press the .
- **Insert word**—to add a word (max. 32 letters) to the dictionary by using traditional text input. When the dictionary becomes full, a new word replaces the oldest added word.
- **Edit word**—to open a view where you can edit the word, available only if the word is active (underlined).


WRITE COMPOUND WORDS

Write the first half of a compound word and confirm it by pressing . Write the last part of the compound word and complete the compound word by pressing  to add a space.

TURN PREDICTIVE TEXT INPUT OFF

Press  and select **Predictive text > Off** to turn predictive text input off for all editors in the game deck.

Edit options












When you press , the following options appear (depending on the editing mode and situation you are in):

- **Predictive text, Alpha mode** (traditional text input), **Number mode**
- **Cut, Copy**—available only if text has been selected first

- **Paste**—available only when text has been either cut or copied to the clipboard
- **Insert number** and **Insert symbol**
- **Writing language** (changes the input language for all editors in the game deck. See "Device settings" on page 37.)

COPY TEXT

You can copy text to a temporary storage area called the clipboard. To work with text in the clipboard, use the following methods:

- To select letters and words, press and hold  while pressing  or . As the selection moves, text is highlighted.
- To select lines of text, press and hold  while pressing  or .
- To end the selection, release the controller key.
- To copy the text to clipboard press and hold  and press **Copy**.
You can also release  and then press it once to open a list of editing commands, for example, **Copy** or **Cut**.
- To remove the selected text from the document, press .
- To insert the text into a document, press and hold  and press **Paste**.
Or press  once and select **Paste**.

E-MAIL

Before you can send, receive, retrieve, reply to, and forward e-mail, you must do the following:

- Configure an Internet Access Point (IAP) correctly. See "Connection settings" on page 40.
- Define your e-mail settings correctly. See "E-mail settings" on page 89.


Follow the instructions given by your remote mailbox and ISP.

Use the following procedure to write and send e-mail messages:


Options in the e-mail editor are **Send**, **Add recipient**, **Insert**, **Attachments**, **Delete**, **Message details**, **Sending options**, **Help**, and **Exit**.



- 1 Select **New message > Create: E-mail**.

The editor opens.

- 2 Press  to select the recipients from the Contacts directory or write the e-mail address of the recipient in the **To:** field.


Add a semicolon (;) to separate each recipient. If you want to send a copy of your e-mail to someone, write the address in the **Cc:** field.

- 3 Press  to move to the next field.
- 4 Write the message.

- 5 To add an attachment to the e-mail, select **Options > Insert > Image, Sound clip, Video clip or Note**.
 appears in the navigation bar to indicate the e-mail has an attachment.
Template adds prewritten text to the e-mail.
 You can also add an attachment to an e-mail by selecting **Options > Attachments** in an open e-mail. The Attachments view opens so you can add, view, and remove attachments.
 If you chose **Image**, you must first indicate whether the image is stored—in the phone's memory or the memory card.
- 6 To remove an attachment, scroll to the attachment and select **Options > Remove**.
- 7 To send the e-mail, select **Options > Send** or press .
 E-mail messages are automatically placed in **Outbox** before sending. If e-mail remains in **Outbox** with the status **Failed**, you can resend the message.
- 8 To send files other than sounds and notes as attachments, open the appropriate application and select the option **Send > Via e-mail**, if available.







• INBOX—RECEIVE MESSAGES






N-Gage allows you to receive both text and multimedia messages. When there are unread messages in **Inbox**, the icon changes to . Messaging is a Network Service.

Options in Inbox are **Open, Create message, Delete, Message details, Move to folder, Mark/Unmark, Help, and Exit**.

In **Inbox**, the message icons tell you what kind of a message it is. Here are some of the icons that you may see:

-  An unread text message
-  An unread smart message
-  An unread multimedia message
-  An unread WAP service message
-  Data received using a Bluetooth wireless connection
-  An unknown message type

View messages in Inbox

- 1 To open a message, scroll to the message and press .
- 2 Press  or  to move to the previous or next message in the folder.


Message view options

The available options depend on the type of message you have opened for viewing:

Save picture—saves the picture to **Media > Images > Picture msgs**.

Reply—copies the address of the sender to the **To:** field. Select **Reply > To all** to copy the address of the sender and **Cc.** field recipients to the new message.

Forward—copies the message contents to an editor.

Call—call by pressing .

View image—allows you to view and save the image.

Play sound clip—allows you to listen to the sound in the message.

Objects—shows you a list of all the different multimedia objects in a multimedia message.

Attachments—shows you a list of files sent as e-mail attachments.

Message details—shows detailed information about a message.

Move to folder / Copy to folder—allows you to move or copy messages to **My folders**, **Inbox**, or other folders you have created. For more information on using folders, see "Application actions" on page 10.

Add to Contacts—allows you to copy the phone number or e-mail address of the message sender to the Contacts directory. Choose whether you want to create a new contact card or add the information to an existing contact card.

Find—Searches the message for phone numbers, e-mail addresses, and Internet addresses. After the search, you can make a call or send a message to the found number or e-mail address, or save the data to Contacts or as a browser bookmark.

View multimedia messages in Inbox

You can recognize multimedia messages by their icon .

To open a multimedia message, scroll to it and press .

You can see an image, read a message, and hear a sound simultaneously.

If sound is playing, press  or  to increase or decrease the volume.

To mute the sound, press **Stop**.


MULTIMEDIA MESSAGE OBJECTS

Options in the Objects view are **Open**, **Save**, **Send**, **Help**, and **Exit**.

To see what kinds of media objects have been included in the multimedia message, open the message and select **Options > Objects**. In the **Objects** view you can view files that have been included in the multimedia message. You can choose to save the file in your game deck or to send it, for example, using wireless technology to another device.






Tip: You can open a vCard file and save the contact information in the file to **Contacts**.

To open a file, scroll to it and press .





Important: Multimedia message objects may contain viruses or otherwise be harmful to your game deck or PC. Do not open any attachment if you are not sure of the trustworthiness of the sender. For more information, see "Certificate management" on page 47.

SOUNDS IN A MULTIMEDIA MESSAGE

Sound objects in a multimedia message are indicated by  indicator in the navigation bar. Sounds are by default played through the loudspeaker. To stop the sound, press **Stop** while the sound is playing. You can change the volume level by pressing  or .

If you want to listen to a sound again after all the objects have been shown and the playing of the sound has stopped, select **Options > Play sound clip**.

Receive smart messages

Your game deck can receive many kinds of smart messages — text messages that contain data (also called Over-The-Air (OTA) messages). To open a received smart message, open **Inbox**, scroll to the smart message () , and press .

Picture message—to save the picture in the **Picture msgs.** folder in **Media > Images** for later use, select **Options > Save picture**.

Business card—to save the contact information, select **Options > Save business card**.



Note: If certificates or sound files are attached to business cards, they will not be saved.

Ringtone—to save the ringing tone to **Composer**, select **Options > Save**.

Operator logo—to save the logo, select **Options > Save**. The operator logo can now be seen in the standby mode instead of the network operator's own identification.

Calendar entry—to save the invitation to **Calendar**, select **Options > Save to Calendar**.

WAP message—to save the bookmark, select **Options > Save to bookmarks**. The bookmark is added to the **Bookmarks** list in browser service. If the message contains both browser access point settings and bookmarks, select **Options > Save all** to save the data. Or, select **Options > View details** to view the bookmark and access point information separately. If you do not want to save all data, select a setting or bookmark, open the details and select **Options > Save to settings** or **Save to bookmarks** depending on what you are viewing.



Tip: To change the default access point settings for WAP or multimedia messaging, go to **Services > Options > Settings > Default access point** or **Messaging > Options > Settings > Multimedia message > Preferred connection**.

E-mail notification—Tells you how many new e-mails you have in your remote mailbox. An extended notification may list more detailed information such as subject, sender, attachments, and so on. In addition, you can receive a text message service number, voice mailbox number, profile settings for remote synchronization, access point settings for the browser, multimedia messaging or e-mail, access point login script settings, or e-mail settings. To save the settings, select **Options > Save to SMS sett., Save to Voice mail, Save to settings, or Save to e-mail sett..**



Tip: If you receive a vCard file with a picture attached, the picture will be saved to Contacts as well.

Service messages

Service messages are sent by your provider and are notifications of, for example, news headlines. They may contain a text message or address of a browser service. For availability and subscription, contact your service provider.

Service providers can update an existing service message every time a new service message is received. Messages can be updated even if you have moved them from Inbox to another folder. When service messages expire, they are deleted automatically.

Options when viewing a service message are **Download message, Move to folder, Message details, Help, and Exit.**

VIEW SERVICE MESSAGES

- 1 Scroll to a service message (📧) and press ⏏.
- 2 To download or view the message, press **Download message**. The game deck starts to make a data connection, if needed.
- 3 Press **Back** to return to Inbox.

VIEW SERVICE MESSAGES IN BROWSER

When you are browsing, select **Options > Read service msgs.** to download and view new service messages.

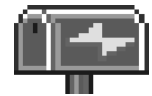
• MY FOLDERS

In **My folders** you can organize your messages into folders, create new folders, and rename and delete folders. Select **Options > Move to folder, New folder, or Rename folder**. For more information, see "Move items to a folder" on page 10.



You can use text templates to avoid rewriting messages that you send often. To create a new template, select **Options > New template**.


• REMOTE MAILBOX



When you open this folder, you can connect to your remote mailbox to retrieve new e-mail headings or messages, or to view your previously retrieved e-mail headings or messages offline.

If you select **New message > Create: E-mail** or **Mailbox** in **Messaging** and you have not set up your e-mail account, you will be prompted to do so. See "E-mail settings" on page 89.

When you create a new mailbox, the name you give to the mailbox automatically replaces **Mailbox** in **Messaging**. You can have up to six mailboxes.

 **Tip:** The Settings wizard program included in the PC Suite for the Nokia N-Gage game deck can help you configure access point and mailbox settings. You can also copy existing settings, for example, from your computer to your game deck. See the CD-ROM supplied in the sales package.

Open the mailbox

When you open the mailbox, you can choose whether you want to view the previously retrieved e-mail messages and e-mail headings offline or connect to the e-mail server.

When you scroll to your mailbox and press , the game deck asks you if you want to **Connect to mailbox?** Select **Yes** to connect to your mailbox or **No** to view previously retrieved e-mail messages offline.


Another way to start a connection is to select **Options > Connect**.

View e-mail messages when online

When you are viewing messages online, you are continuously connected to a remote mailbox using a data call or a packet data connection. See also "Data connection indicators" on page 7, "GSM data calls" on page 41, and "Packet data (GPRS)" on page 41.

Options when viewing e-mail headings are **Open**, **New message**, **Connect / Disconnect**, **Retrieve**, **Delete**, **Message details**, **Copy**, **Mark/Unmark**, **Help**, and **Exit**.



 **Note:** If you are using the POP3 protocol, e-mail messages are not updated automatically in online mode. To see the newest e-mail messages, you need to disconnect and then make a new connection to your mailbox.

View e-mail messages offline



When you view e-mail messages offline, your game deck is not connected to the remote mailbox.

To view e-mail messages offline, you must first retrieve e-mail messages from your mailbox. After you have retrieved the e-mail messages to your game deck, select **Options > Disconnect** to end the data connection.

You can continue reading the retrieved e-mail headings or the retrieved e-mail messages offline. You can write new e-mail messages, reply to the retrieved e-mail messages, and forward e-mail messages. You can set the e-mail messages to be sent the next time you connect to the mailbox. When you open **Mailbox** the next time and you want to view and read the e-mail messages offline, answer **No** to the **Connect to mailbox?** query.

Retrieve e-mail messages

If you are offline, select **Options > Connect** to start a connection to a remote mailbox.

The remote mailbox view is similar to the Inbox folder in Messaging. You can move up and down in the list by pressing  or . The following icons are used to show the status of the e-mail:



New e-mail (the arrow in the icon is pointing outwards). The content has not been retrieved from the mailbox to your game deck (offline or online mode).



New e-mail (arrow pointing inwards), the content has been retrieved from the mailbox.



E-mail messages that have been read.



E-mail headings that have been read and the message content has been deleted from the game deck.

- 1 When you have an open connection to a remote mailbox, select **Options > Retrieve** and one of the following:

New—to retrieve all new e-mail messages to your game deck.

Selected—to retrieve only the e-mail messages that have been marked.

Use the **Mark/Unmark > Mark/Unmark** commands to select messages one by one. For information on marking items, see "Mark an item" on page 10.

All—to retrieve all messages from the mailbox.

- 2 To cancel retrieving, press **Cancel**.

After you have retrieved the e-mail messages, you can continue viewing them online.


- 3 Select **Options > Disconnect** to close the connection and to view the e-mail messages offline.

Copy e-mail messages to another folder

If you want to copy an e-mail from the remote mailbox to a folder under **My folders**, select **Options > Copy**. Select a folder from the list and press **OK**.

Open e-mail messages

Options when viewing an e-mail message are **Reply, Forward, Delete, Attachments, Message details, Move to folder, Add to Contacts, Find, Help, and Exit**.

When you are viewing e-mail messages either in online or offline mode, scroll to the e-mail you want to view and press  to open it. If the e-mail message has not been retrieved (arrow in the icon is pointing outwards), you are offline, and you select **Open**, you will be asked if you want to retrieve this message from the mailbox.




Note: The data connection is left open after e-mail has been retrieved. To end the data connection, select **Options > Disconnect**.

Disconnect from mailbox

When you are online, select **Options > Disconnect** to end the data call or GPRS connection to the remote mailbox. See "Data connection indicators" on page 7.

View e-mail attachments

Options in the Attachments view are **Open, Retrieve, Save, Send, Delete, Help, and Exit**.

You can open a message that has the attachment indicator  and select **Options > Attachments**. In the Attachments view, you can retrieve, open, or save attachments. You can also send attachments using a Bluetooth wireless connection.



Important: E-mail attachments may contain viruses or otherwise be harmful to your game deck or PC. Do not open any attachment if you are not sure of the trustworthiness of the sender. For more information, see "Certificate management" on page 47.



Tip: To save memory, you can remove attachments from an e-mail while retaining them on the e-mail server. Select **Options > Delete** in the **Attachments** view.


RETRIEVE ATTACHMENTS

If an attachment has a dimmed indicator, it has not been retrieved to the game deck. To retrieve the attachment, scroll to it and select **Options > Retrieve**.



Note: If your mailbox uses the IMAP 4 protocol, you can decide whether to retrieve e-mail headings only, messages only, or messages and attachments. With the POP3 protocol, the options are e-mail headings only or messages and attachments. For further information, see page 82.

OPEN ATTACHMENTS

- 1 In the **Attachments** view, scroll to an attachment and press  to open it.

If you are *online*, the attachment is retrieved directly from the server and opened in the corresponding application.

If you are *offline*, the game deck asks if you want to retrieve the attachment to the game deck. If you answer **Yes**, a connection to the remote mailbox begins.

- 2 Press **Back** to return to the e-mail viewer.



Tip: Supported image formats are listed on page 63. To see a list of other file formats supported by the Nokia N-Gage game deck, go to the product information at www.n-gage.com.

SAVE ATTACHMENTS

To save an attachment, select **Options > Save** in the **Attachments** view. The attachment is saved in the corresponding application. For example, sounds can be saved in **Recorder** and text files (.TXT) in **Notes**.



Note: You can save attachments, such as images, on the memory card if the memory card is defined as the memory store.

Delete e-mail messages


From the game deck message retained in remote mailbox, select **Options > Delete > Device only**.

The game deck mirrors the e-mail headings in the remote mailbox. So, although you delete the message content, the e-mail heading stays in your game deck. If you want to remove the heading as well, you have to first delete the e-mail message from your remote mailbox and then make a connection from your game deck to the remote mailbox again to update the status.

From the game deck and remote mailbox, select **Options > Delete > Device and server**.

If you are offline, the e-mail will be deleted first from your game deck. During the next connection to the remote mailbox, it will be automatically deleted from the remote mailbox. If you are using the POP3 protocol, messages marked to be deleted are removed only after you have closed the connection to the remote mailbox.

Undelete e-mail messages

To cancel deleting an e-mail from both the game deck and server, scroll to an e-mail that has been marked to be deleted during the next connection () , and select **Options > Undelete**.

• OUTBOX



Outbox is a temporary storage place for messages that are waiting to be sent.

Messages are placed in **Outbox**, for example, when your game deck is outside the network coverage area. You can also schedule e-mail messages to be sent the next time you connect to your remote mailbox.

Status of the messages in **Outbox** are as follows:

Sending—A connection is being made and the message is being sent.

Waiting/Queued—For example, if there are two similar types of messages in Outbox, one of them is waiting until the first one is sent.

Resend at (time)—Sending has failed. The game deck will try to send the message again after a time-out period. Press **Send** if you want to restart the sending immediately.

Deferred—You can set documents to be on hold while they are in **Outbox**. Scroll to a message that is being sent and select **Options > Defer sending**.

Failed—The maximum number of sending attempts has been reached. Sending has failed. If you were trying to send a text message, open the message and check that the **Sending** settings are correct.

• VIEW MESSAGES ON A SIM CARD

Before you can view SIM messages, you need to copy them to a folder in your game deck.

- 1 In **Messaging**, select **Options > SIM messages**.
- 2 Select **Options > Mark/Unmark > Mark** or **Mark all** to mark messages.
- 3 Select **Options > Copy**.
- 4 Select a folder, press **OK** and go to the folder to view the messages.



• CELL BROADCAST



In **Messaging** main view, select **Options > Cell broadcast**.

Options in cell broadcast are **Open**, **Subscribe/Unsubscribe**, **Hotmark/Unhotmark**, **Topic**, **Settings**, **Help**, and **Exit**.

You can receive messages on various topics, such as weather or traffic conditions from your service provider. For available topics and relevant topic numbers, contact your service provider. In the main view you can see the following:

- The status of the topic:  for new, subscribed messages and  for new, unsubscribed messages.

- The topic number, topic name, and whether it has been flagged (🚩) for follow-up. You will be notified when messages belonging to a flagged topic have arrived.



Note: A packet data (GPRS) connection may prevent cell broadcast reception. Contact your network operator for the correct GPRS settings. For further information on the GPRS settings, see "Packet data (GPRS)" on page 41.

• SERVICE COMMAND EDITOR




In **Messaging**, select **Options > Service command**.

You can send service requests, such as activation commands for Network Services to your service provider. For more information, contact your service provider. To send a request do the following:

- In the standby mode or when you have an active call, key in the command numbers and press **Send**.
- If you need to enter letters as well as numbers, select **Messaging > Options > Service command**.

• MESSAGE SETTINGS

The messaging settings have been divided into groups according to the different message types. Scroll to the settings you want to edit and press .

Text message settings

Options when editing text message center settings are **New msg. center**, **Edit**, **Delete**, **Help**, and **Exit**.

Go to **Messaging** and select **Options > Settings > Text message** to open the following list of settings:

Message centers—Lists all the text message service centers that have been defined. For a procedure to add a new text message center, see page 85.

Msg. center in use (message center in use)—Defines which message center is used for delivering text messages and smart messages such as picture messages.

Receive report (delivery report)—When this Network Service is set to **Yes**, the status of the sent message (**Pending**, **Failed**, **Delivered**) appears in the log. When set to **No**, only the status **Sent** appears in the log.

Message validity—If the recipient of a message cannot be reached within the validity period, the message is removed from the text message service center. Note that the network must support this feature. **Maximum time** is the maximum amount of time allowed by the network.

Message sent as—The options are **Text**, **Fax**, **Paging**, and **E-mail**. For further information, contact your network operator.







Note: Change this option only if you are sure that your service center is able to convert text messages into these other formats.

Preferred connection—You can send text messages using the normal GSM network or using GPRS, if supported by the network. See "Packet data (GPRS)" on page 41.

Reply via same ctr. (Network Service)—By setting this option to **Yes**, if the recipient replies to your message, the return message is sent using the same text message service center number.

Use the following procedure to add a new text message center

- 1 Open **Message centers** and select **Options > New msg. center**.
- 2 Press , write a name for the service center, and press **OK**.
- 3 Press .
- 4 Press  and write the number of the text message service center (**Must be defined**). Press **OK**. You need the message center number to send text and picture messages. You receive the number from your service provider.

To take the new settings into use, go back to the settings view. Scroll to **Msg. center in use**, press , and select the new service center.

Multimedia messages settings

Go to **Messaging** and select **Options > Settings > Multimedia message** to open the following list of settings:

Preferred connection (Must be defined)—Select which access point is used as the preferred connection for the multimedia message center. See "Settings" on page 68.



Note: If you receive multimedia message settings in a smart message and save them, the received settings are automatically used for the Preferred connection. See "Receive smart messages" on page 79.

Secondary conn.—Select which access point is used as the secondary connection for the multimedia message center.



Note: Both **Preferred connection** and **Secondary conn.** must have the same **Homepage** setting pointing to the same multimedia service center. Only the data connection is different.



Tip: If your preferred connection uses a packet data connection, you may want to use high-speed data or data call for the secondary connection. This way you are able to send and receive multimedia messages even when you are not in a network that supports packet data. For further information, please contact your network operator or service provider. See also "Data connections and access points" on page 40.

Multimedia reception—Select from the following options:



Note: If the settings **Only in home sys.** or **Always on** have been selected, your game deck can make an active data call or GPRS connection without your knowledge.

- **Only in home sys.**—to receive multimedia messages only when you are in your home network. When you are outside your home network, multimedia message reception is turned off.
- **Always on**—to receive multimedia messages always.
- **Off**—to decline receiving multimedia messages or advertisements at all.



Important: When you are outside your home network, sending and receiving multimedia messages may cost more.

On receiving msg.—Select from the following options:

- **Retr. immediately**—if you want the game deck to retrieve multimedia messages instantly. If there are messages with Deferred status, they will be retrieved as well.
- **Defer retrieval**—if you want the multimedia messaging center to save the message to be retrieved later. To retrieve the message later, set **On receiving msg.** to **Retr. immediately**.
- **Decline message**—if you want to decline multimedia messages. The multimedia messaging center will delete the messages.

Allow anon. messages—Select **No**, if you want to decline messages coming from an anonymous sender.

Receive adverts—Define whether you want to receive multimedia message advertisements or not.

Reports—Set to **Yes**, if you want the status of the sent message (**Pending, Failed, Delivered**) to be shown in the log.

It might not be possible to receive a delivery report of a multimedia message that has been sent to an e-mail address.

Deny report sending—Choose **Yes**, if you do not want your game deck to send delivery reports of received multimedia messages.

Message validity—If the recipient of a message cannot be reached within the validity period, the message is removed from the multimedia messaging center. Note that the network must support this feature. **Maximum time** is the maximum amount of time allowed by the network.

Image size—Define the size of the image in a multimedia message. The options are: **Small** (max. of 160*120 pixels) and **Large** (max. 640X480 pixels).

Default speaker—Choose **Loudspeaker** or **Handset**, if you want the sounds in a multimedia message to be played through the loudspeaker or the earpiece. For more information, see "Loudspeaker" on page 11.

E-mail settings

Go to **Messaging** and select **Options > Settings > E-mail**.

Open **Mailbox in use** to select which mailbox you want to use.

Options when editing e-mail settings are **Edit**, **New mailbox**, **Delete**, **Help**, and **Exit**.

Mailboxes settings

Select **Mailboxes** to open a list of mailboxes that have been defined. If no mailboxes have been defined, you will be prompted to do so. The following list of settings appears:

Mailbox name—Write a descriptive name for the mailbox.

Access point in use (Must be defined)—The Internet Access Point (IAP) used for the mailbox. Choose an IAP from the list. For more information on how to create an IAP, see also "Connection settings" on page 40.

My mail address (Must be defined)—Write the e-mail address given to you by your service provider. The address must contain the @ character. Replies to your messages are sent to this address.

Outgoing mail server: (Must be defined)—Write the IP address or host name of the computer that sends your e-mail.

Send message—Define how e-mail is sent from your game deck. **Immediately**—A connection to the mailbox is started after you have selected **Send during next conn.**—E-mail is sent when you connect to your remote mailbox the next time.

Send copy to self—Select **Yes** to save a copy of the e-mail to your remote mailbox and to the address defined in **My mail address**.

Include signature—Select **Yes** if you want to attach a signature to your e-mail messages and to start to write or edit a signature text.

User name:—Write your user name, given to you by your service provider.

Password:—Write your password. If you leave this field blank, you will be prompted for the password when you try to connect to your remote mailbox.

Incoming mail server: (Must be defined)—The IP address or host name of the computer that receives your e-mail.

Mailbox type:—Defines the e-mail protocol your remote mailbox service provider recommends. The options are **POP3** and **IMAP4**.



Note: This setting can be selected only once and cannot be changed if you have saved or exited from the mailbox settings.

Security—Used with the POP3, IMAP4, and SMTP protocols to secure the connection to the remote mailbox.

APOP secure login—Used with the POP3 protocol to encrypt the sending of passwords to the remote e-mail server. Not shown if IMAP4 is selected for **Mailbox type**.

Retrieve attachment (not shown if the e-mail protocol is set to POP3)—To retrieve e-mail with or without attachments.

Retrieve headers—To limit the number of e-mail headers you want to retrieve to your game deck. The options are **All** and **User defined**, which can only be used with the IMAP4 protocol.

Service messages settings

When you go to **Messaging** and select **Options > Settings > Service msg.**, the following list of settings opens:

Service messages—Choose whether or not you want to receive service messages.

Authentic. needed—Choose if you want to receive service messages only from authorized sources.

Cell broadcast settings

Check with your service provider whether Cell broadcast is available and what the available topics and related topic numbers are. Go to **Messaging > Options > Settings > Cell broadcast** to change the settings:

Reception—On or Off

Language—**All** allows you to receive cell broadcast messages in all supported languages. **Selected** allows you to choose in which languages you wish to receive cell broadcast messages. If the language you want could not be found in the list, select **Other**.

Topic detection—If you receive a message that does not belong to any of the existing topics, **Topic detection > On** allows you to save the topic number automatically. The topic number is saved to the topic list and shown without a name. Choose **Off** if you do not want to save new topic numbers automatically.

Other folder settings

Go to **Messaging** and select **Options > Settings > Other** to open the following list of settings:


Save sent messages—Choose if you want to save a copy of every text message, multimedia message, or e-mail that you have sent to the Sent items folder.

No. of saved msgs.—Define how many sent messages will be saved to the Sent items folder at a time. The default limit is 20 messages. When the limit is reached, the oldest message is deleted.

Memory in use—Define memory used. Choices are game deck's memory or memory card.

11 Profiles




Press  and go to **Profiles**.


In **Profiles**, you can adjust and customize the tones for different events, environments, or caller groups. There are six preset profiles: **Normal**, **Silent**, **Meeting**, **Outdoor**, **Pager**, and **Offline**, which you can customize to meet your needs.

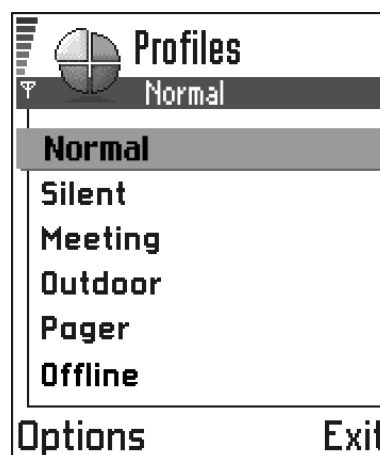
You can see the currently selected profile at the top of the display in the standby mode. If the Normal profile is in use, only the current date appears.

The tones can be default ringing tones, tones created in Composer, tones received in a message, or transferred to your game deck using a wireless technology, or a PC connection, and then saved to your game deck.

• CHANGE PROFILES

- 1 Press  and go to **Profiles**.
- 2 In the Profiles list, scroll to a profile and select **Options > Select**.


To change the profile, press  in the standby mode. Scroll to the profile you want to activate and press **OK**.



• CUSTOMIZE PROFILES



Note: For information on the offline profile see "Offline profile" on page 92.

- 1 To modify a profile, scroll to the profile in the **Profiles** list and select **Options > Customize**. A list of profile settings opens.
- 2 Scroll to the setting you want to change and press  to open the following choices:

Ringing tone—To set the ringing tone for voice calls, choose a ringing tone from the list. When you scroll through the list, you can stop on a tone to listen to it before you make your selection. Press any key to stop the sound. If a memory card is used, tones stored on it have the icon next to the tone name.

Ringing tones use shared memory. See "Shared memory" on page 14.

You can change ringing tones in two places: **Profiles** or **Contacts**. See "Add a ringing tone" on page 56.

Ringing options—When **Ascending** is selected, the ringing volume starts from level one and increases to the volume level that you choose.

Ringing volume—To set the volume level for the ringing and message alert tones.

Message alert tone—To set the tone for messages.

Vibrating alert—To set the game deck to vibrate at incoming calls and messages.

Keypad tones—To set the volume level for keypad tones.

Warning tones—The game deck sounds a warning tone, for example, when the battery is running out of power.

Alert for—To set the game deck to ring only upon calls from phone numbers that belong to a selected contact group. Phone calls coming from people outside the selected group will have a silent alert. The choices are **All calls** and a list of contact groups if you have created them. See "Create contact groups" on page 57.


Profile name—You can rename a profile and give it any name you want. The Normal and Offline profiles cannot be renamed.


• OFFLINE PROFILE

Offline profile lets you use the game deck without connecting to the GSM wireless network to play games, listen to music and the radio.

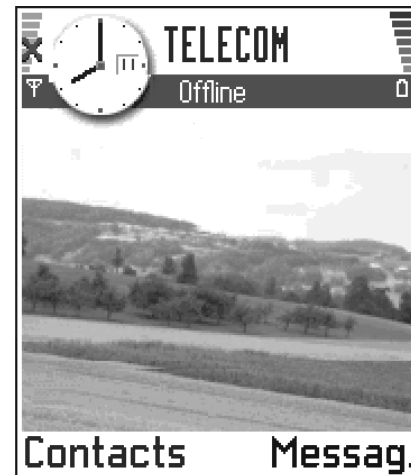


Important: In Offline profile you cannot make any calls, including emergency calls, or use other features that require network coverage.

- 1 Press  and go to **Profiles**.
- 2 In the Profiles list, scroll to **Offline** and select **Options > Activate**.
- 3 Press **Yes**.

The game deck restarts and the GSM is turned off, as indicated by the  in the signal strength indicator. All GSM wireless phone signals to and from the device are prevented.

To open the list of available profiles, press and release the power key. Then scroll to **Offline** and select **OK**.




Note: If a Bluetooth connection was turned off as a result of entering the offline profile you must re-enable the connection manually. See "Bluetooth connection settings" on page 118.




Note: In areas where mobile phone use is prohibited, wireless technology and radio use may also be prohibited. Therefore, consult the relevant authorities before using wireless technology or the radio.

Leave Offline profile

- 1 Press  and go to **Profiles**.
- 2 In the Profiles list, scroll to a profile other than **Offline**, and select **Options > Select**.
- 3 Press **Yes**.
The game deck restarts and it re-enables GSM wireless transmissions (providing there is sufficient signal strength).

Customize Offline profile

- 1 Scroll to **Offline** in the Profiles list and select **Options > Customize**.
- 2 Scroll to the setting you want to change and press  to open the choices:
 - Ringing options**—Changes the ringing type.
 - Ringing volume**—Increases or decreases the volume of the ringing tone.
 - Message alert tone**—Changes the alert tone for messages received.
 - Vibrating alert**—Activates the vibrator.
 - Keypad tones**—Sets the volume level for keypad tones.
 - Warning tones**—Sets a warning tone sound, for example, when the battery is running out of power.
 - Profile name**—Let's you rename the profile.

12 Favorites



Note: Your game deck must be switched on to use this function. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.

Press  and go to **Extras > Favorites**.

You can use **Favorites** to store shortcuts, links to your favorite images, video clips, notes, recorder sound files, browser bookmarks, and saved browser pages.

Options in **Favorites** are **Open**, **Edit shortcut name**, **Shortcut icon**, **Delete shortcut**, **Move**, **List view/Grid view**, **Help**, and **Exit**.

The default shortcuts are as follows:



—opens the Notes editor



—opens the Calendar with the current date selected




—opens the Messaging Inbox

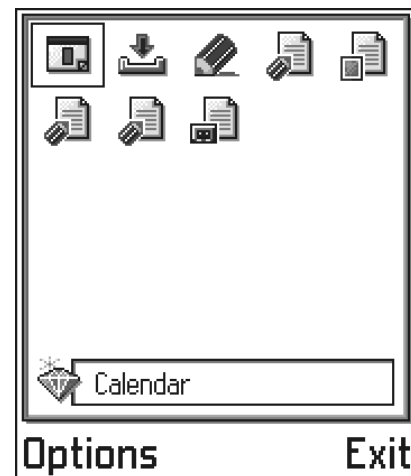
• ADD SHORTCUTS

Shortcuts can be added only from the individual applications. Not all applications have this functionality. Shortcuts are automatically updated if you move the item it is pointing to, for example moving an item from one folder to another.

- 1 Open the application and scroll to the item that you want to add as a shortcut to **Favorites**.
- 2 Select **Options > Add to Favorites** and press **OK**.

Shortcut options are as follows:


- **To open a shortcut**, scroll to the icon and press . The file is opened in the corresponding application.
- **To delete a shortcut**, scroll to the shortcut you want to remove and select **Options > Delete shortcut**. Removing a shortcut does not affect the file it is referring to.
- **To change the shortcut heading**, select **Options > Edit shortcut name**. Write the new name. This change affects only the shortcut, not the file or item the shortcut refers to.



13 Calendar and To-do




Note: Your game deck must be switched on to use this function. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.

Press  and go to **Calendar**.

In **Calendar**, you can keep track of your appointments, meetings, birthdays, anniversaries, and other events. You can also set a calendar alarm to remind you of upcoming events.

Calendar uses shared memory. See "Shared memory" on page 14.


• CREATE CALENDAR ENTRIES

- 1 Select **Options > New entry** and select one of the following:
Meeting to remind you of an appointment that has a specific date and time.
Memo to write a general entry for a day.
Anniversary to remind you of birthdays or special dates. Anniversary entries are repeated every year.
- 2 Fill in the fields (see "Calendar entry fields" on page 96).
 Use the controller key to move between fields. Press  to change between upper and lower case.
- 3 To save the entry, press **Done**.

The screenshot shows a 'Meeting' entry form. At the top, there is a title bar with a calendar icon and the word 'Meeting'. Below the title bar, there is a search bar with a magnifying glass icon and the text 'Abc'. The form has several fields: 'Subject' with the text 'Dentist', 'location', 'Start time' with the text '08:00'. At the bottom, there are two buttons: 'Options' and 'Done'.

Edit calendar entries

Options when editing a calendar entry are **Delete**, **Send**, **Help**, and **Exit**.


- 1 In the Day view, scroll to the entry and press  to open it.
- 2 Edit the entry fields and press **Done**.

If you are editing a repeated entry, choose how you want the changes to take effect:

All occurrences—all repeated entries are changed

This entry only—only the current entry will be changed.

Delete calendar entries

In the **Day** view, scroll to the entry you want to delete and select **Options > Delete** or press . Press **Yes** to confirm.

If you are deleting a repeated entry, choose how you want the change to take effect:

All occurrences—all repeated entries are deleted.

This entry only—only the current entry will be deleted.

As an example, your weekly class has been canceled. You have set the calendar to remind you every week. Choose **This entry only** and the calendar will remind you again next week.



Calendar entry fields


Subject/Occasion—Write a description of the event.

Location—the place of a meeting, optional.

Start time, End time, Start date, and End date.




Alarm—Press  to activate the fields for **Alarm time** and **Alarm date** then enter the desired time and date.

Repeat—Press  to change the entry to be repeating. Shown with  in the day view.

 **Tip:** The repeat function is handy if you have a recurring event, a weekly class, a monthly meeting, or a daily routine you need to remember.

Repeat until—You can set an ending date for the repeated entry.

Synchronization—If you select **Private**, after synchronization the calendar entry can be seen only by you and it will not be shown to others with online access to view the calendar. This is useful when, for example, you synchronize your calendar with a calendar on a compatible computer at work. If you select **Public**, the calendar entry is shown to others who have access to view your calendar online. If you select **None**, the calendar entry will not be copied to your PC when you synchronize your calendar.

 **Tip:** To write a calendar entry, press any key (—) in any calendar view. A Meeting entry is opened and the characters you keyed in are added to the **Subject** field.

Calendar views

Options in the different calendar views are **Open, New entry, Week view/Month view, Delete, Go to date, Send, Settings, Help, and Exit.**

MONTH VIEW

Synchronization icons in the month view are as follows:

- **Private**
- **Public**
- **None**
- the day has multiple entries

In the Month view, one row equals one week. The current date is underlined. Dates that have calendar entries are marked with a small triangle in the right bottom corner. There is a frame around the currently selected date.



To open the Day view, scroll to the date you want to open and press

To go to a certain date, select **Options > Go to date**. Write the date and press **OK**.

Tip: If you press in month, week, or day views, today's date is automatically highlighted.

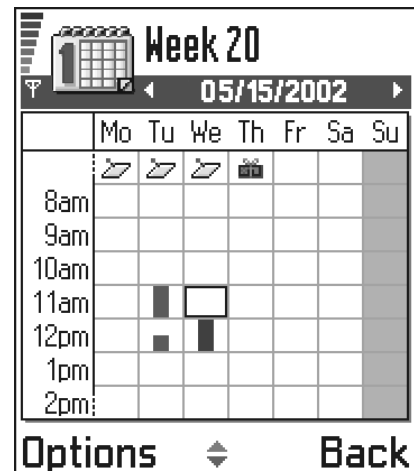
Calendar entry icons in Day and Week views:

- **Meeting**
- **Memo**
- **Anniversary**

WEEK VIEW




In the Week view, the calendar entries for the selected week are shown in seven day boxes. The current day of the week is underlined. Memos and Anniversaries are placed before 8:00 a.m. Meeting entries are marked with colored bars according to starting and ending times.

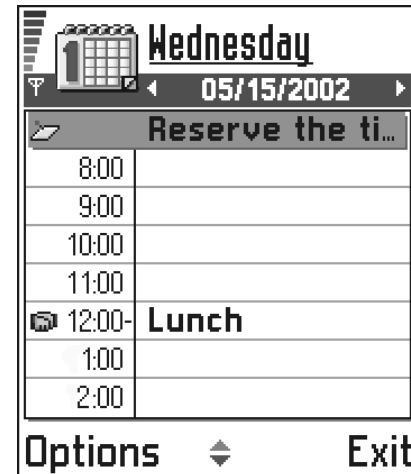
To view or edit an entry, scroll to the cell that has an entry and press to open the Day view, then scroll to the entry and press to open it.



DAY VIEW

In the Day view, you can see the calendar entries for the selected day. The entries are grouped according to their starting time. Memos and anniversaries are placed before 8:00 a.m.

To open an entry for editing, scroll to it and press . Press  to go to the next day or press  to go to the previous day.



Calendar view settings



Select **Options > Settings** and select one of the following:

Default view—To select the view that appears first when you open **Calendar**.

Week starts on—To change the starting day of the week.

Week view title—To change the title of the Week view to be the week number or the week dates.

• SET CALENDAR ALARMS

- Create a new meeting or anniversary entry, or open a previously created entry.
- Scroll to **Alarm** and press  to open the **Alarm time** and **Alarm date** fields.
- Select **On** and then set the desired alarm time and date.
- Press **Done**. An alarm indicator  appears next to the entry in the Day view.


Stop a calendar alarm

The alarm duration is one minute. When the alarm time expires, press **Stop** to end the calendar alarm. If you press any other key, the alarm is set to snooze.

• SEND CALENDAR ENTRIES



In the Day view, scroll to the entry you want to send and select **Options > Send**. Then select the method, the choices are **Via text message**, **Via e-mail** (available only if the correct e-mail settings are in place), and **Via Bluetooth**. For further information, see "Messaging" on page 66, and "Send data" on page 118.

• LIST TO-DO TASKS

Press  and go to **Extras > To-do**.


In **To-do** you can keep a list of tasks that you need to do.

The To-do list uses shared memory. See "Shared memory" on page 14.


- 1 To start to write a to-do note, press any key ( - ).

The editor opens and the cursor blinks after the letters you have keyed in.

- 2 Write the task in the **Subject** field.

Press  to add special characters.


- 3 To set the due date for the task, scroll to the **Due date** field and key in a date.


- 4 To set a priority for the to-do note, scroll to the **Priority** field and press .

- 5 To save the to-do note, press **Done**.





Note: If you remove all characters and press **Done**, the previously saved note is deleted.

- 6 To open a to-do note, scroll to it and press .

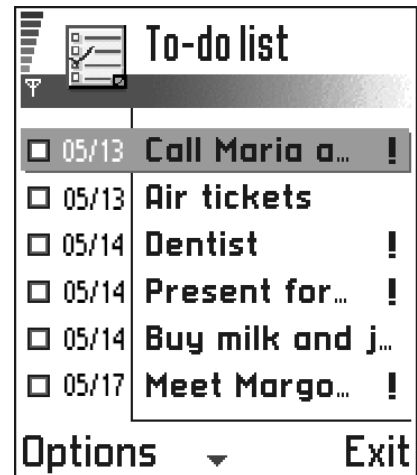
- 7 To delete a to-do note, scroll to it and select **Options > Delete** or press .

- 8 To mark a to-do note as completed, scroll to it and select **Options > Mark as done**.

- 9 To restore a to-do note, select **Options > Mark as not done**.

Priority icons: —High, —Low, and (no icon)—Normal.

Status icons: —task completed and —not completed.



• DATA IMPORT

You can move calendar, contacts and to-do data from many different Nokia phones to your game deck using the PC Suite for Nokia N-Gage game deck Data Import application. Instructions for using the application can be found in the PC Suite online help.

14 Extras and Media











Note: Your game deck must be switched on to use the functions in the **Extras** folder. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.

• CALCULATOR









Press  and go to **Extras > Calculator**.

Options in **Calculator** are **Last result**, **Memory**, **Clear screen**, **Help**, and **Exit**.


- 1 Enter the first number of your calculation.
Press  to erase a mistake in the number.
- 2 Scroll to a function and press  to select it.
Use  to add,  to subtract,  to multiply, or  to divide.
- 3 Enter the second number.
- 4 To execute the calculation, scroll to  and press .



Note: The calculator has limited accuracy and is designed for simple calculations.

- To add a decimal, press .
- Press and hold  to clear the result of the previous calculation.
- Use  and  to view previous calculations and move in the sheet.
- Select  to save a number to the memory, indicated by **M**.
- To retrieve the number from the memory, select .
- To clear a number in memory, select **Options > Memory > Clear**.
- To retrieve the result of the last calculation, select **Options > Last result**.



Tip: Press  repeatedly to scroll the functions. You can see the selection change between the functions.

• CONVERTER



Press  and go to **Extras > Converter**.





In **Converter**, you can convert measures (such as **Length**) from one unit to another.



Note: The Converter has limited accuracy and is designed for simple conversions.

Convert units

Options in **Converter** are **Select unit / Change currency**, **Conversion type**, **Currency rates**, **Help**, and **Exit**.

- 1 Scroll to the **Type** field and press  to open a list of measures.
- 2 Scroll to the measure you want to use and press **OK**.
- 3 Scroll to the first **Unit** field and press  to open a list of available units. Select the unit **from** which you want to convert and press **OK**.
Scroll to the next **Unit** field and select the unit **to** which you want to convert.
- 4 Scroll to the first **Amount** field and key in the value you want to convert.
The other **Amount** field changes automatically to show the converted value.
Press  to add a decimal and press  for the +,–(for temperature), and E (exponent) symbols.



Note: The conversion order changes if you write a value in the second **Amount** field. The result appears in the first **Amount** field.

Choose currency and set exchange rate

Before you can make currency conversions, you need to choose a base currency, such as the United States dollar (USD) and then set up exchange rates for other forms of currency.



Note: The rate of the base currency is always 1. The base currency determines the conversion rates of the other currencies.

- 1 Select **Currency** as the measure type and select **Options > Currency rates**.
A list of currencies opens and you can see the current base currency at the top.
- 2 To change the base currency, scroll to the new currency, and select **Options > Set as base curr.**



Note: When you change the base currency, all previously set exchange rates are set to 0 and you need to key in new rates.

- 3 To add an exchange rate, scroll to the currency and key in the current rate. (The rate indicates how many units of the currency equal one unit of the base currency.)



Tip: For example, if you set the United States dollar (USD) as the base currency, and a USD is currently 1.146 euros, you would key in 1.146 as the exchange rate for the EUR.




Tip: To rename a currency, go to **Currency rates**, scroll to the currency, and select **Options > Rename currency**.




- 4 After you have added all the desired exchange rates, you can make currency conversions. See "Convert units" on page 101.

• NOTES




Press  and go to **Extras > Notes**.

You can link notes to **Favorites** and send them to other compatible devices. Plain text files (TXT format) you receive can be saved to **Notes**.

To start to write, press ( - ). Press  to clear letters. Press **Done** to save.

• CLOCK




Press  and go to **Extras > Clock**.

Options in **Clock** are **Set alarm**, **Reset alarm**, **Remove alarm**, **Settings**, **Help**, and **Exit**.

Settings

To change the time or date, select **Options > Settings** in Clock. To change the clock shown in the standby mode, scroll down in the **Date and time** settings and select **Clock type > Analog** or **Digital**.

Set alarm

- 1 To set a new alarm, select **Options > Set alarm**.
- 2 Enter the alarm time and press **OK**. When the alarm is active, the  indicator appears.

The alarm clock works even if the game deck is switched off.

To cancel an alarm, go to clock and select **Options > Remove alarm**.

To turn off an alarm, press **Stop**.

When the alarm tone sounds, press any key or **Snooze** to stop the alarm for five minutes, after which it will resume. You can do this a maximum of five times.

If the alarm time is reached while the game deck is switched off, the game deck switches itself on and starts sounding the alarm tone. If you press **Stop**, the game deck asks whether you want to activate the game deck for calls. Press **No** to switch off the game deck or **Yes** to make and receive calls.



Note: Do not press **Yes** when wireless device use is prohibited or when it may cause interference or danger.

• COMPOSER



Press and go to **Media > Composer**.

Composer allows you to create your own, customized ringing tones.

Note that it is not possible to edit a default ringing tone.

Options in **Composer** are **Open**, **New tone**, **Delete**, **Mark/Unmark**, **Rename**, **Duplicate**, **Help**, and **Exit**.

1 Select **Options > New tone** to open the editor and to start composing.

Options when composing are **Play**, **Insert symbol**, **Style**, **Tempo**, **Volume**, **Help**, and **Exit**.

- Select **Options > Insert symbol** to open a list of notes and rests, or use the keys to add notes and rests. See the table later in this section. The default duration is a quarter note.
- To listen to the tone, press or select **Options > Play**. To stop playing, press **Stop**.
- To adjust the volume select **Options > Volume** before you start to play the tone.
- To adjust the tempo, select **Options > Tempo**. To increase or decrease the tempo gradually, press or , respectively.
You can set the tempo to any number between 50 and 250 beats per minute. The default tempo is 160 beats per minute.
- To apply different playing styles, select **Options > Style > Legato** (notes played in a smooth and even manner) or **Staccato** (notes played separately to produce short, sharp sounds).
- To select many notes or rests at the same time, press and hold and press and hold or at the same time.
- To move notes up or down on the staff by a half step, scroll to the note and press or .
- To produce C#, press and hold together with .

2 Press **Back** to save.

Keys	Note	Key and function
	c	Shortens the duration of the selected notes or rests in steps.
	d	Lengthens the duration of the selected notes/rests in steps.
	e	Inserts a rest.
	f	Press to open a list of notes and rests.
	g	Switches octaves, all selected notes or rests are moved to the next octave.
	a	Deletes selected notes.
	b	A long press of keys – produces a dotted (lengthened) note or rest or shortens a lengthened note.

• **RECORDER**



Press and go to **Media > Recorder**.

Options in **Recorder** are **Open**, **Record sound clip**, **Delete**, **Move to device mem**, **Move to mem. card**, **Mark/Unmark**, **Rename sound clip**, **Send**, **Add to Favorites**, **Settings**, **Help**, and **Exit**.

The voice recorder allows you to record telephone conversations and voice memos. If you are recording a telephone conversation, both parties will hear a tone every five seconds during recording.

Select **Options > Record sound clip** and scroll to a function and press to select it. Use: to record, to pause, to stop, to fast forward, to fast rewind, and to play an opened sound file.



Note: **Recorder** cannot be used when a data call or a GPRS connection is active.

15 Services (XHTML)





Various service providers on the Internet maintain pages specifically designed for mobile devices, offering services such as news, weather reports, banking, travel information, entertainment, and games. With the XHTML browser you can view these services as WAP pages written in WML, XHTML pages written in XHTML, or a mixture of both.

XHTML browser supports pages written in the Extensible Hypertext Markup Language (XHTML) and the Wireless Markup Language (WML).



Note: Your game deck must be switched on to use this function. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.

Press  and go to **Media > Services** or press and hold  in the standby mode.



Note: This feature requires Network Services. Refer to your service provider for specific information and instructions.

For making a connection, browsing, and ending the connection to the service, see "Keys and commands" on page 108.

• SET UP BROWSER SERVICE

Receive settings in a smart message


You may receive service settings in a special text message (also called a smart message) from the network operator or service provider that offers the service. See "Receive smart messages" on page 79. For more information, contact your network operator or service provider.



Tip: Settings may be available, for example, on the Web site of a network operator or service provider.

Key in settings




Follow the instructions given by your service provider.

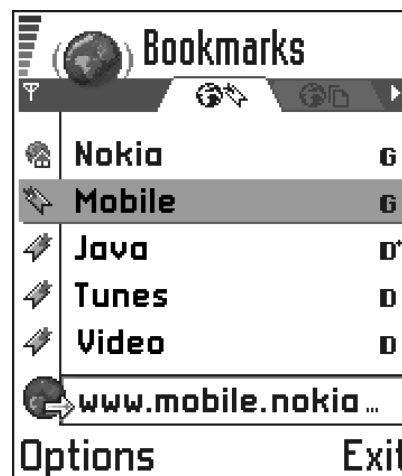
- 1 Press  and go to **Tools > Settings > Connection > Access points** and define the settings for an access point.
See "Connection settings" on page 40.
- 2 Go to **Media > Services > Options > Add bookmark**.
- 3 Write a name for the bookmark and the address of the browser page defined for the current access point.

• MAKE A CONNECTION


Once you have stored all the required connection settings, you can access browser pages.



There are three different ways to access browser pages:

- 1 Select the homepage () of your service provider.
- 2 Select a bookmark from **Bookmarks**.
- 3 Press the keys  —  to begin writing the address of a browser service. The **Go** to field at the bottom of the display is activated and you can continue writing the address there.





 **Tip:** To access **Bookmarks** while browsing, press and hold . To return to the browser view again, select **Options > Back to page**.

- 4 After you have selected a page or written the address, press  to start downloading the page. See also "Data connection indicators" on page 7.

 **Note:** If the security indicator  appears during a connection, this indicates the data transmission between the device and the browser gateway (or browser server) is encrypted. It does not, however, indicate that the data transmission between the gateway and the content server (place where the requested resource is stored) is necessarily secure.

• VIEW BOOKMARKS

 **Glossary:** A bookmark consists of an Internet address (mandatory), bookmark title, WAP access point, and if the service requires, a user name and password.

 **Note:** Your game deck may have some pre-installed bookmarks for sites not affiliated with Nokia. Nokia does not warrant or endorse these sites. If you choose to access them, you should take the same precautions, for security or content, as you would with any site.

Options in **Bookmarks** (selection on a bookmark or folder) include **Download, Back to page, Send, Find bookmark, Add bookmark, Edit, Delete, Read service msgs., Disconnect, Move to folder, New folder, Mark/Unmark, Rename, Clear cache, Details, Add to Favorites, Settings, Help, and Exit.**

In **Bookmarks**, you can see bookmarks pointing to different kinds of web pages. Bookmarks are indicated by the following icons:



The homepage defined for the browser access point. If you use another web access point for browsing, the homepage is changed accordingly.



The last visited page. When the game deck is disconnected from the service, the address of the last visited page is kept in memory until a new page is visited during the next connection.



A bookmark showing the title.

When you scroll through bookmarks, you can see the address of the highlighted bookmark in the Go to field at the bottom of the display.

Add bookmarks manually

- 1 In **Bookmarks**, select **Options > Add bookmark**.
- 2 Fill in the fields.

Only the address must be defined. The default access point is assigned to the bookmark if no other one is selected. Press to enter special characters such as /, ., :, and @. Press to clear characters.

- 3 Select **Options > Save** to save the bookmark.

Send bookmarks

To send a bookmark, scroll to it and select **Options > Send > Via text message**.








Bookmarks	
abc	
Name	Nokia
Address	http://mobile.nokia.co
Access point	
Options	Back

• BROWSE

On a browser page, new links appear underlined in blue and previously visited links in purple. Images that act as links have a blue border around them.

Options when browsing are **Open**, **Service options**, **Bookmarks**, **History**, **Go to URL address**, **View image**, **Read service msgs.**, **Save as bookmark**, **Send bookmark**, **Reload**, **Disconnect**, **Show images**, **Clear cache**, **Save page**, **Find**, **Details**, **Session**, **Security**, **Settings**, **Help**, and **Exit**.


Keys and commands

- To open a link, select the link and press .
- To scroll the view, use the controller key.
- To enter letters and numbers in a field, press the keys  – . Press  to enter special characters such as /, ., :, and @. Press  to clear characters.
- To go to the previous page while browsing, press **Back**. If **Back** is not available, select **Options > History** to view a chronological list of the pages you have visited during a browsing session. The history list is cleared each time a session is closed.
- To check boxes and make selections, press .
- To retrieve the latest content from the server, select **Options > Reload**.
- To open a sublist of commands or actions for the currently open web page, select **Options > Service options**.
- Press  to disconnect from a web service and to quit browsing.



VIEW SERVICE MESSAGES

To download and view new service messages while browsing:

- 1 Select **Options > Read service msgs.** (shown only if there are new messages).
- 2 Scroll to the message and press  to download and open it.

For more information about service messages, see "Service messages" on page 80.



SAVE BOOKMARKS

- To save a bookmark while browsing, select **Options > Save as bookmark**.
- To save a bookmark received in a smart message, open the message in the **Inbox** in **Messaging** and select **Options > Save to bookmarks**. See also "Receive smart messages" on page 79.

View saved pages

If you regularly browse pages containing information which does not change very often you can save and then browse them when offline. If you have a memory card, you can save web pages on it instead of the game deck's memory.

Options in the Saved pages view are **Open**, **Back to page**, **Reload**, **Delete**, **Read service msgs.**, **Disconnect**, **Move to folder**, **New folder**, **Mark/Unmark**, **Rename**, **Clear cache**, **Details**, **Add to Favorites**, **Settings**, **Help**, and **Exit**.

- To save a page while browsing, select **Options > Save page**.
In the saved pages view, you can create folders to store your saved web pages.
- To open the Saved pages view, press  in the Bookmarks view. In the Saved pages view, press  to open a saved page.

If you want to start a connection to the web service and to retrieve the page again, select **Options > Reload**. You can also arrange the pages into folders.



Note: The game deck stays online after you reload the page.



• DOWNLOAD

You can download items such as ringing tones, images, operator logos, and video clips through the mobile browser.

Once downloaded, items are handled by the respective applications on your game deck. For example, a downloaded image will be saved in the **Media > Images**.

Download directly from the web page

To download the item directly from a web page, scroll to the link and select **Options > Open**.

Purchase an item



Note: Copyright protections may prevent some images, ringing tones and other content from being copied, modified, transferred or forwarded.

To download the item:

- Scroll to the link and select **Options > Open**.
- Select **Buy** if you want to buy the item.

Check an item before downloading



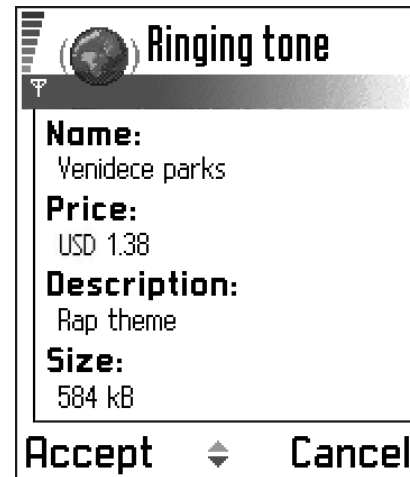
Note: Check with your service provider to see if they offer this service.

You can see details about an item before you download it. Details about an item may include the price, brief description, and size.


- Scroll to the link and select **Options > Open**.

Details about the item are displayed on your game deck.

If you want to continue with the downloading, press **Accept** or if you want to cancel the download, press **Cancel**.



• END A CONNECTION

- Select **Options > Disconnect**, or
- Press and hold  to quit browsing and to return to the standby mode.

Empty the cache

The information or services you have accessed are stored in the cache memory of the game deck.




Note: If you have tried to access or have accessed confidential information requiring passwords (for example, your bank account), empty the cache of your game deck after each use. To empty the cache, select **Options > Clear cache**.



Glossary: A cache is a buffer memory that is used to store data temporarily.

• BROWSER SETTINGS

Press **Options**, scroll to **Settings** and press **Select**.

Default access point—If you want to change the default access point, press  to open a list of available access points. The current default access point is highlighted. For more information, see "Connection settings" on page 40.

Show images—Choose if you want to view pictures when you are browsing. If you choose **No**, you can later load images during browsing by selecting **Options > Show images**.

Font size—You can choose Several sizes including large, normal, and small.

Cookies—Allow or Decline. You can enable or disable the receiving and sending of cookies.

Conf. touch tone sending—Always or First time only. The browser supports functions you can access while browsing. You can make a voice call while you are on a web page, send touch tone tones while a voice call is in progress, and save a name and phone number from a Web page in **Contacts**. Choose whether you want to confirm before the game deck sends DTMF tones during a voice call. See also "Options during a call" on page 18.

Text wrapping—Choose **Off** if you do not want the text in a paragraph to automatically wrap, or **On** if you do.

16 (Java™) Applications



Note: Your game deck must be switched on to use this function. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.

Press  and go to **Extras > Applications**.

In **Applications** you can open or remove installed Java applications. In **Install** you can install new Java applications (file extensions .JAD or .JAR).



Note: Your game deck supports J2Micro Edition Java applications. Do not download Personative applications to your game deck as they cannot be installed.

When you open **Applications**, you can see a list of Java applications that have been installed to your game deck.

Options in **Applications** are **Open**, **View details**, **Settings**, **Remove**, **Go to URL address**, **Update**, **Help**, and **Exit**.

- 1 Scroll to an application and select **Options > View details** to view the following:

Status—**Installed**, **Running**, or **Downloaded** (shown only in Install view)

Version—the application version number

Supplier—the supplier or manufacturer of the application

Size—the size of the application file in kilobytes

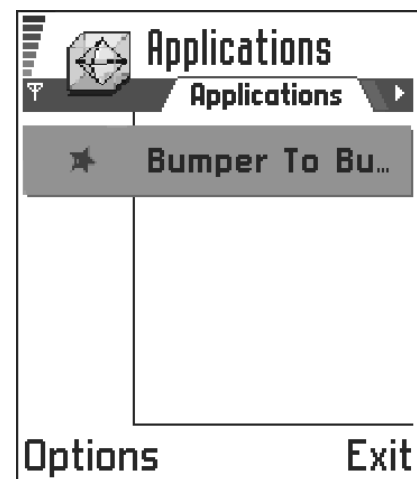
Type—a brief description of the application

URL—an address of an information page on the Internet

Data—the size of application data, such as high scores, in kilobytes

- 2 To start a data connection and to view extra information about the application, scroll to it and select **Options > Go to URL address**.
- 3 To start a data connection and to check if there is an update available for the application, scroll to it and select **Options > Update**.

Applications uses shared memory. See "Shared memory" on page 14.



• INSTALL A JAVA APPLICATION

Installation files may be transferred to your game deck from a compatible computer, downloaded during browsing, or sent to you in a multimedia message as an e-mail attachment or using a Bluetooth wireless connection. If you are using PC Suite for Nokia N-Gage game deck to transfer the file, place it in the **c:\nokia\installs** folder in your game deck.





Important: Only install software from sources that offer adequate protection against viruses and other harmful software.




Note: In **Install**, you can only install Java software installation files with the extension .JAD or .JAR.

Options in **Install** are **Install**, **View details**, **Remove**, **Help**, and **Exit**.

- 1 In **Applications**, to view the installation packages, press  to open the **Downloaded** view.
- 2 To install an application, scroll to an installation file and select **Options > Install**.
Alternatively, search the game deck memory for the installation file, select the file, and press .



Tip: If you have received the installation file as an e-mail attachment, go to your mailbox, open the e-mail, open **Attachments**, scroll to the installation file, and press .

- 3 Press **Yes** to confirm the installation.

The .JAR file is required for installation. If it is missing, the game deck may ask you to download it. If there is no access point defined for applications, you will be asked to select one. When you are downloading the JAR file, you may need to enter a user name and password to access the server. You obtain these from the supplier or manufacturer of the application.


During installation, the game deck checks the integrity of the package to be installed. The game deck shows information about the checks being carried out, and you are given options to continue or cancel the installation. Once the game deck has checked the integrity of the software package, the application is installed on your game deck.

- 4 The game deck informs you when installation is complete.

To open the Java application after installation, you must go to **Applications**.



Tip: When you are browsing, you can download an installation file and install it immediately. Note, however, that the connection is left running in the background during installation.

To open a Java application, scroll to the application in **Extras > Applications**, and press .

To uninstall a java application, select the application and select **Options > Remove**.

• APPLICATION SETTINGS

To define a default access point for downloading missing application components, select **Options > Settings > Default access point**. For more information on creating access points, see the "Access points" on page 42.

Select an application and select **Options > Settings**, and then select:

- **Access point**—Select an access point to be used by the application for downloading extra data.
- **Network connection**—Some Java applications may require a data connection to be made to a defined access point. If no access point has been selected, you will be asked to select one. The options are:


Allowed—The connection is created without a notification.


Ask first—You will be asked before the application makes the connection.

Not allowed—Connections are not allowed.

17 Manager—applications and software





 **Note:** Your game deck must be switched on to use the functions in the Tools folder. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.


Press  and go to **Tools > Manager**.

In **Manager** you can install new applications and software packages, and remove applications from your game deck. You can also check the memory consumption.


Options in **Manager** are **View details**, **View certificate**, **Install**, **Remove**, **View log**, **Send log**, **Memory details**, **Help**, and **Exit**.

When you open **Manager**, you can see a list of the following:


- Installation packages that have been saved to Manager,
- Partially installed applications (indicated by ) and
- Fully installed applications that you can remove (indicated by 

 **Note:** In **Manager**, you can only use device software installation files with an .SIS extension.

- Scroll to an installation file and select **Options > View details** to view the **Name**, **Version**, **Type**, **Size**, **Supplier**, and **Status** of the software package.
- Scroll to a software package and select **Options > View certificate** to display the security certificate details of a software package. See "Certificate management" on page 47.

 **Important:** Only install software from sources that offer adequate protection against viruses and other harmful software.

Do not install the application if Manager gives a security warning during installation.

 **Tip:** To install Java applications (file extension .JAD or .JAR), go to **Applications**. For further information, see "(Java™) Applications" on page 111.

• INSTALL SOFTWARE

You can install applications that are specifically intended for the Nokia N-Gage game deck or suitable for the Symbian operating system. A software package is usually one large compressed file containing many component files.

If you install a program that is not intended specifically for the Nokia N-Gage game deck, it may function and look very different from the usual Nokia N-Gage game deck applications.




Important: If you install a file that contains an update or repair to an existing application, you can only restore the original application if you have the original installation file or a full back-up copy of the removed software package. To restore the original application, first remove the application and then install the application again from the original installation file or the back-up copy.




Tip: Select **Options > View log** to see what software packages have been installed or removed and when.

- Installation packages may be transferred to your game deck from a compatible computer, downloaded during browsing, or sent to you in a multimedia message as an e-mail attachment, or using a Bluetooth connection. If you are using PC Suite for Nokia N-Gage game deck to transfer the file, place it in the **c:\nokia\installs** folder on your game deck.
- Installation packages may be transferred to your game deck from a compatible computer using the supplied DKE-2 mini-B USB cable. If you are using Microsoft Windows Explorer to transfer the file from the CD-ROM to the Nokia N-Gage game deck, place it on your memory card (**local disk**).
- Open **Manager**, scroll to the installation package, and select **Options > Install** to start the installation.

Alternatively, search the game deck memory or the memory card for the installation file, select the file, and press  to start the installation.



Tip: If you have received the installation file as an e-mail attachment, go to your mailbox, open the e-mail, open the **Attachments** view, scroll to the installation file, and press  to start the installation.

During installation, the game deck checks the integrity of the package to be installed. The game deck shows information about the checks being carried out and you are given options whether to continue or cancel the installation. Once the game deck has checked the integrity of the software package, the application is installed on your game deck.



Tip: To send your installation log to a help desk so that they can see what has been installed or removed, select **Options > Send log > Via text message** or **Via e-mail** (available only if the correct e-mail settings are in place).

• REMOVE SOFTWARE

- 1 To remove a software package, scroll to it and select **Options > Remove**.
- 2 Press **Yes** to confirm the removal.

If another software package depends on the software package you removed, the other software package may stop working. Refer to the documentation of the installed software package for details.

• VIEW MEMORY CONSUMPTION

To open the memory view select **Options > Memory details**.

If you have a memory card installed on your game deck, you will have a choice of two memory views, one for the game deck or **Device memory** and one for the **Memory card**. If not, you will only have the **Device memory** view.

When you open either of the memory views, the game deck calculates the amount of free memory for storing data and installing new software. In the memory views, you can view the memory consumption of the different data groups: **Calendar, Contacts, Documents, Messages, Images, Sound files, Video clips, Applications, Mem. in use**, and **Free memory**.




Tip: If the game deck memory is getting low, remove some documents, or move them to the memory card. See also the "Troubleshooting" on page 123.

18 Connectivity



Note: Your game deck must be switched on to use the functions in the **Tools** folder. Do not switch the game deck on when wireless device use is prohibited or when it may cause interference or danger.

Press  and go to **Tools > Bluetooth**.

You can transfer data from your game deck to another compatible device, for example, a phone or a computer, using a Bluetooth wireless connection.

• BLUETOOTH WIRELESS CONNECTION



The Nokia N-Gage game deck is compliant with and adopts Bluetooth Specification 1.1. However, interoperability between the game deck and other products with wireless technology is not guaranteed and depends on compatibility. For more information on the compatibility with Bluetooth wireless devices, please review the product user information or check with the manufacturer.

You can play two-player or multiple player using a Bluetooth wireless connection with friends who have the same game on a compatible device. See "Games" on page 27. You can use a Bluetooth connection in Offline profile; however, in this Offline profile the device does not make or receive wireless phone calls. See "Offline profile" on page 92.



Tip: You can also play game deck-to-game deck games using Bluetooth wireless technology.

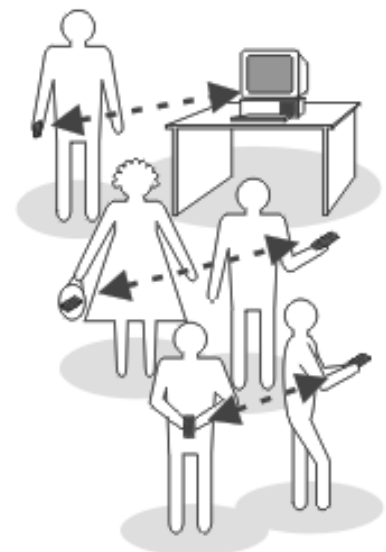
Bluetooth wireless technology enables cost-free connections between electronic devices within a maximum range of 30 feet (10 meters). A wireless connection can be used to play games, send images, videos, texts, business cards, calendar notes, or to connect wirelessly to compatible devices such as computers.

Since Bluetooth wireless devices communicate using radio waves, your game deck or other compatible devices do not need to be in direct line-of-sight.

The two devices only need to be within a maximum of 30 feet (10 meters) of each other, although the connection can be subject to interference from obstructions such as walls or from other electronic devices.

Using wireless connections consumes the battery and the game deck operating time will be reduced. Take this into account when performing other operations with your game deck.

There may be restrictions on using wireless technology devices. Check with your local authorities.




Initial activation

When you activate the Bluetooth wireless application for the first time, you are asked to assign a Bluetooth name to your game deck.

Write a name (up to 30 letters) or use the default name, "Nokia N-Gage." If you send data using a Bluetooth connection before you have assigned an individual Bluetooth name to your game deck, the default name will be used.

Bluetooth connection settings

To modify Bluetooth connection settings, scroll to the setting you want to change and press .

- **Bluetooth**—Select **On** if you want to use a Bluetooth wireless connection. If you select **Off**, all active connections are ended.
- **My device's visibility**—If you select **Shown to all**, your game deck can be found by other Bluetooth-compatible devices during a device search. If you select **Hidden**, your game deck cannot be found by other devices during a device search.



Note: After setting the connection to active and changed **My device's visibility** to **Shown to all**, your game deck and this name can be seen by other Bluetooth-compatible device users.

- **My Bluetooth name**—Define a Bluetooth connection name for your game deck. After you have set the connection to be active and changed **My device's visibility** to **Shown to all** this name can be seen by other Bluetooth-compatible device users.



Tip: When searching for devices, some compatible devices may show only the unique Bluetooth addresses (device addresses). To find out what the unique Bluetooth address of your game deck is, enter the code ***#2820#** in the standby mode.

Send data




Note: There can be only one active Bluetooth connection at a time.

- 1 Open an application where the item you wish to send is stored. For example, to send an image to another compatible device, open the Images application, to send a video clip to another compatible device, open the Video Player application.
- 2 Scroll to the item you want to send, such as an image, and select **Options > Send > Via Bluetooth**.



Tip: To send text using a Bluetooth connection (instead of text messages), go to **Notes**, write the text, and select **Options > Send > via Bluetooth**.

The game deck starts to search for devices within range. Bluetooth-enabled devices that are within range start to appear on the display one by one. You can see a device icon, the device's Bluetooth name, the device type, or a short name. Paired devices are shown with .

If you have searched for Bluetooth-compatible devices earlier, a list of the devices that were found previously appears first. To start a new search, select **More devices**. If you switch off the game deck, the list of devices is cleared and the device search needs to be started again before sending data.



3 To interrupt the search, press **Stop**.

The device list freezes and you can start to form a connection to one of the devices already found.

4 Scroll to the desired device and press **Select**.

The item you are sending is copied to **Outbox** and **Connecting** appears.

If the other device requires pairing before data can be transmitted, a tone sounds and you are asked to enter a passcode. Complete the following

- Create your own passcode (1-16 characters long, numeric) and agree with the owner of the other Bluetooth-compatible device to use the same code. This passcode is used only once and you do not have to memorize it.
- After pairing, the device is saved in **Paired devices**.



Glossary: Pairing means authentication. The users of the Bluetooth-enabled devices should agree together what the passcode is and use the same passcode for both devices in order to pair them. Devices that do not have a user interface have a factory set passcode.

When the connection has been established, **Sending data** appears. If sending fails, the message or data will be deleted. The Drafts folder in Messaging does not store messages sent using a Bluetooth connection



Note: Data received using a Bluetooth connection can be found in the **Inbox** folder in **Messaging**. See "Inbox—receive messages" on page 77.

ICONS FOR BLUETOOTH-COMPATIBLE DEVICES



Computer



Phone






Other






Unknown

CHECK BLUETOOTH CONNECTION STATUS

- When  appears in the standby mode, a Bluetooth connection is active.
- When  is blinking, your game deck is trying to connect to the other device.
- When  appears continuously, a Bluetooth connection is active.

Paired devices

Pairing with a device makes device searches easier and quicker. Paired devices are easier to recognize, they are indicated by  in the search result list. In **Bluetooth**, press  to open a list of paired devices (.

Options in **Paired devices** are **New paired device**, **Connect** or **Disconnect**, **Assign short name**, **Delete**, **Delete all**, **Set as authorized** or **Set as unauthorized**, **Help**, and **Exit**.

PAIR WITH A DEVICE


- 1 Select **Options > New paired device** in **Paired devices**.

The game deck searches for devices within range. If you have searched for Bluetooth-compatible devices earlier, a list of the devices that were already found appears.

- 2 To start a new search, select **More devices**.
- 3 Scroll to the device you want to pair with and press **Select**.
- 4 Enter your passcode, or create your own passcode (1-16 characters long, numeric) and agree with the owner of the other Bluetooth-compatible device to use the same code. This passcode is used only once and you do not have to memorize it.

After pairing, the device is saved in **Paired devices**.

CANCEL PAIRING

- 1 In **Paired devices**, scroll to the device whose pairing you want to cancel and press  or select **Options > Delete**.
The device is removed from the Paired devices list and the pairing is canceled.
- 2 If you want to cancel all pairings, select **Options > Delete all**.



Note: If you are currently connected to a device and delete the pairing with that device, pairing is removed immediately, but the connection will remain active.

ASSIGN NAMES

You can define a short name (nickname, alias), to help you recognize a certain device. This name is stored in the game deck memory and cannot be seen by other Bluetooth-compatible device users.

- 1 To assign a short name, scroll to the device and select **Options > Assign short name**.
- 2 Write the short name and press **OK**.



Tip: Give a short name to your friend's Bluetooth-enabled device or to your own computer to be able to recognize it more easily.




Note: Choose a name which is easy to remember and recognize. Later when you are searching for devices or a device is requesting a connection, the name you have chosen will be used to identify the device.

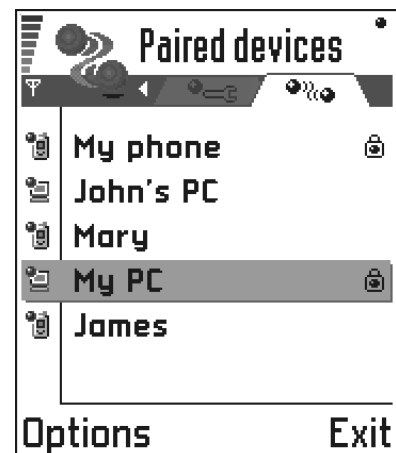
SET AUTHORIZATION

After you have paired with a device, you can set it to be authorized or unauthorized.



Unauthorized (default)—Connection requests from this device need to be accepted separately every time.

Authorized—Connections between your game deck and this device can be made without your knowledge. No separate acceptance or authorization is needed. Use this status for your own devices, for example, your PC, or devices that belong to someone you trust. The  icon is added next to authorized devices in the Paired devices view.

In **Paired devices**, scroll to the device and select **Options > Set as authorized** or **Set as unauthorized**.



Receive data

When you receive data using a Bluetooth connection, a tone sounds and you are asked if you want to accept the message. If you accept,  appears and the item is placed in the **Inbox** folder in **Messaging**. Messages are indicated by . See "Inbox—receive messages" on page 77 for further information.

End a connection

A Bluetooth connection is ended automatically after sending or receiving data.

• CONNECT TO A COMPUTER

For further information on how to make a connection to a compatible computer using a Bluetooth connection and how to install the PC Suite for Nokia N-Gage game deck, see the *Installation Guide for PC Suite* on the CD-ROM in the "Install" section. For further information on how to use the PC Suite for Nokia N-Gage game deck, see the PC suite online help.



Note: PC Suite does not work with the USB cable. Only use PC Suite via Bluetooth.

Use the CD-ROM

The CD-ROM typically starts automatically when inserted into the CD-ROM drive of your compatible PC. If not, proceed as follows:

- 1 Click the Windows **Start** button and select **Programs > Windows Explorer**.
- 2 On the CD-ROM drive, locate a file called **Nokia game deck.exe** and double-click it.

The CD-ROM interface opens.

- 3 Locate PC Suite for Nokia N-Gage game deck in the "Install" section.
- 4 Double-click 'PC Suite for Nokia N-Gage game deck'. The installation wizard will guide you through the installation process.

Use the modem feature

Detailed installation instructions can be found in *Quick Guide for Nokia Modem Options* on the CD-ROM supplied with the game deck.



• SYNC APPLICATION



Note: You have to download the Sync application from the CD-ROM.

The Sync application enables you to synchronize your calendar or contacts in your game deck with various calendar and address book applications on a compatible computer or on the Internet. Synchronization takes place over a GSM data call or packet data connection.

The synchronization application uses SyncML technology for synchronization. For information on SyncML compatibility, please contact the supplier of the calendar or address book application you want to synchronize your game deck data with.



19 Troubleshooting

If you experience problems with your game deck, Club Nokia Care answers questions and offers instructions over the phone. For more information, go to www.nokia.com/us.

• MEMORY LOW

When the following messages appear, the game deck memory is low and you must delete some data:

Not enough memory to perform operation

Delete some data first

Memory low. Delete some data

To view details about the types and amounts of data you have and how much memory the different data groups consume, go to **Tools > Manager** and select **Options > Memory details**.

Delete the following items regularly:

- Messages from the **Inbox**, **Drafts**, and **Sent** folders in **Messaging**
- Retrieved e-mail messages from the game deck memory
- Saved browser pages
- Images in **Images**

If you want to delete contact information, calendar notes, call timers, call cost timers, game scores, or any other data, go to the respective application to remove the data.



Note: If the game deck does not respond, try deleting items one by one.

Clearing calendar memory—To remove more than one event at a time, go to the Month view and select **Options > Delete entry** and one of the following:

- **Before date**—to delete all calendar notes which take place before a certain date. Enter the date before which all calendar notes will be deleted.
- **All entries**—to delete all calendar notes

Erasing log information—To erase all the log contents, Recent calls register, and Messaging delivery reports permanently, go to Logs and select **Options > Clear log** or go to **Settings > Log duration > No log**.

Different ways to store data are as follows:

- Use PC Suite for Nokia N-Gage game deck to copy some information to your computer.
- Send images to your e-mail address and then save the images to your computer
- Send data to another Bluetooth-compatible device





● FREQUENTLY ASKED QUESTIONS

Basic Operations

Q. Why isn't my game deck charging?

A. Verify all connections are firmly connected.

Q. How do I lock and unlock the keypad?

A. Press   to lock the keypad. To unlock the keypad, press  .

Q. Why isn't my game deck making or receiving calls?

A. Your game deck may not be charged or you may not have a good signal. Charge the battery or relocate to a position with a better signal.

Q. Why can't I access my voice messages?

A. This is a Network Service, so you must have it set up through your service provider. Verify you have saved the correct voice mail number to the phone.

Q. Why is my SIM card rejected by another device?

A. Fixed dialing is activated on your SIM card and the receiving phone does not support fixed dialing.

Q. Why can't I hear the radio?

A. Verify you have a compatible headset connected to the device. Verify you have the device set to a usable radio frequency and check the volume.

Q. How do I redial the last dialed number?

A. Press  twice.


Q. How do I check the memory status?

A. Press  > **Tools** > **Memory** to find the amount of memory used and free.

Q. How do I find my game deck's Model number and IMEI number?

A. The model number and IMEI numbers are located on a label under the game deck's battery. Turn your game deck off, remove the back cover and then remove the battery.

Q. How do I clear my call timers?

A. Clearing call timers cannot be undone. Press  > **Extras** > **Log** > **Call timers** > **All calls**. Press **Options** then select **Clear timers**. When the Lock code prompt appears, enter your security code and press **OK**.

Bluetooth wireless connections

Q. Why can't I end a Bluetooth connection?

- A. If another device is pairing with your game deck but not sending data, and leaves the connection open, then the only way to disconnect is to deactivate the Bluetooth connection link altogether. Go to **Bluetooth** and select the setting **Bluetooth > Off**.

Q. Why can't I find my friend's Bluetooth device?

- A. Verify that both devices are activated. Verify that the distance between the two devices is not over 30 feet (10 meters) or that there are no walls or other obstructions between the devices. Verify that the other device is not in "hidden" mode.

Multimedia messaging

Q. What should I do when the game deck tells me that it cannot receive a multimedia message because memory is full?

- A. The amount of memory needed is indicated in the error message: **Not enough memory to retrieve message. Delete some data first**. To view what kind of data you have and how much memory the different data groups consume, go to **Tools > Manager** and select **Options > Memory details**. After you have freed up memory, the multimedia message center tries to send the multimedia messages again automatically.

Q. What should I do when the game deck displays the message that it cannot retrieve a multimedia message because the network connection is already in use?

- A. End all active data connections. Multimedia messages cannot be received if another data connection using a different gateway address is active for browser or e-mail.

Q. How can I end the data connection when the game deck starts a data connection again and again? Retrieving message or Trying to retrieve message again are shown briefly. What is happening?

- A. The game deck is trying to retrieve a multimedia message from the multimedia messaging center.

Verify that the settings for multimedia messaging have been defined correctly and that there are no mistakes in phone numbers or addresses. Go to **Messaging** and select **Options > Settings > Multimedia message**.

To stop the game deck from making a data connection, you have the following options. Go to **Messaging** and select **Options > Settings > Multimedia message**.

Select **On receiving msg. > Defer retrieval** if you want the multimedia messaging center to save the message to be retrieved later, for example, after you have checked the settings.

Select **On receiving msg. > Decline message** if you want to decline all incoming multimedia messages. After this change, the game deck needs to send information notes to the network and the multimedia messaging center will delete all multimedia messages that are waiting to be sent to you.

Select **Multimedia reception > Off** if you want to ignore all incoming multimedia messages. After this change the game deck will not make any network connections related to multimedia messaging.

Game deck display

Q. Why do missing, discolored, or bright dots appear on the screen when I turn on my game deck?

A. This is an intrinsic characteristic of the active matrix display. Your game deck display contains multiple switching elements to control the pixels. A small number of missing, discolored, or bright dots on the screen might exist.

Images

Q. Is the format of the image I'm trying to open supported?

A. See "Image details view" on page 59 for further information on the supported image formats.

Music

Q. Why can't I transfer music tracks to the game deck?

A. Make sure there is enough space on the memory card. If necessary, delete some music tracks from the memory card.

Games

Q. Why can't I play the selected game?

A. Check that the correct memory card for the selected game is installed.

Messaging

Q. Why can't I select a contact?

A. If you cannot select a contact in the Contacts directory, the contact card does not have a phone number or an e-mail address. Add the missing information to the contact card in the Contacts application.

Calendar

Q. Why are the week numbers missing?

A. If you have changed the Calendar settings so that the week will start on some other day than Monday, then the week numbers will not be shown.

Browser

Q. What should I do when I see the message No valid access point defined. Define one in Services settings.?

A. Insert proper browser settings. Contact your browser service provider for instructions. See "Set up browser service" on page 105.

Log

Q. Why does the log appear empty?

A. You may have activated a filter and no communication events fitting that filter have been logged. To see all events, select **Options > Filter > All communication**.

PC connectivity

Q. Why do I have problems in connecting the game deck to my compatible PC?

A. Make sure that PC Suite for Nokia N-Gage game deck is installed and running on your PC. See the *Installation guide for PC Suite* on the CD-ROM in the 'Install' section. For further information on how to use the PC Suite for Nokia N-Gage game deck, see the PC Suite online help.



Access codes

Q. What is my password for the lock, PIN, or PUK codes?

A. The default lock code is **12345**. If you forget or lose the lock code contact your game deck dealer. If you forget or lose a PIN or PUK code, or if you have not received such a code, contact your Network Service provider.



Application not responding

Q. How do I close an application that is not responding?

A. Open the application switching window by pressing and holding . Scroll to the application, and press  to close the application.

Too many applications open

Q. Why is the game I am playing running so slowly?

A. You may have too many applications open. Close applications that you are not using by pressing and holding . Then scroll to the application, and press  to close the application.

Nokia Audio Manager

Q. Why can I not see the N-gage icon?

A. Make sure that you have installed the Nokia Audio Manager software on to your PC before connecting your game deck to the PC using the USB cable.



Note: Nokia Audio Manager does not work via Bluetooth. Only use via USB cable.

20 Reference information

• BATTERY STATEMENTS

Charging and Discharging

Your device is powered by a rechargeable battery.

Note that a new battery's full performance may be achieved only after two or three complete charge and discharge cycles!

The battery can be charged and discharged hundreds of times but it will eventually wear out. When the operating time (talk time and standby time) is noticeably shorter than normal, it is time to buy a new battery.

Use only batteries approved by the device manufacturer and recharge your battery only with the chargers approved by the manufacturer. Unplug the charger from the electrical outlet when not in use. Do not leave the battery connected to a charger. Overcharging may shorten its lifetime. If left unused, a fully charged battery will lose its charge over time.

Temperature extremes can affect the ability of your battery to charge; allow it to cool down or warm up first.

Use the battery only for its intended purpose.

Never use any charger or battery which is damaged or worn out.

Do not short-circuit the battery. Accidental short-circuiting can occur when a metallic object (coin, clip, or pen) causes direct connection of the + and—terminals of the battery (metal strips on the battery), for example, when you carry a spare battery in your pocket or purse. Short-circuiting the terminals may damage the battery or the connecting object.

Leaving the battery in hot or cold places, such as in a closed car in summer or winter conditions, will reduce the capacity and lifetime of the battery. Always try to keep the battery between 59°F and 77°F (15°C and 25°C). A game deck with a hot or cold battery may temporarily not work, even when the battery is fully charged. Batteries' performance is particularly limited in temperatures well below freezing.

Do not dispose of batteries in a fire!

Dispose of batteries according to applicable local regulations (for example, recycling). Do not dispose of as household waste.

• USE PROPER CARE AND MAINTENANCE

Your game deck is a product of superior design and craftsmanship and should be treated with care. The suggestions below will help you to fulfill any warranty obligations and to enjoy this product for many years:

- Keep the game deck and all its parts and enhancements out of the reach of small children.
- Keep the game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game deck in dusty, dirty areas. Its moving parts can be damaged.
- Do not store the game deck in hot areas. High temperatures can shorten the life of electronic devices, damage batteries, and warp or melt certain plastics.
- Do not store the game deck in cold areas. When it warms up (to its normal temperature), moisture can form inside which may damage electronic circuit boards.
- Do not attempt to open the game deck. Non-expert handling may damage it.
- Do not drop, knock, or shake the game deck. Rough handling can break internal circuit boards.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game deck.
- Do not paint the game deck. Paint can clog the moving parts and prevent proper operation.
- Use only the supplied or an approved replacement antenna. Unauthorized antennas, modifications, or attachments could damage the game deck and may violate regulations governing radio devices.

All of the above suggestions apply equally to your game deck, battery, charger or any enhancement. If any of them are not working properly, take them to your nearest qualified service facility. The personnel there will assist you, and if necessary, arrange for service.

• UNDERSTAND IMPORTANT SAFETY INFORMATION

Road Safety

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.

Operating environment

Remember to follow any special regulations in force in any area and always switch off your game deck whenever it is forbidden to use it, or when it may cause interference or danger.

Use the game deck only in its normal operating positions.

Electronic devices

Most modern electronic equipment is shielded from radio frequency (RF) signals. However, certain electronic equipment may not be shielded against the RF signals from your wireless game deck.

PACEMAKERS

Pacemaker manufacturers recommend that a minimum separation of 6 inches (approximately 15.3 cm) be maintained between a handheld wireless game deck and a pacemaker to avoid potential interference with the pacemaker. These recommendations are consistent with the independent research by and recommendations of Wireless Technology Research. Persons with pacemakers:

- Should always keep the game deck more than 6 inches (approximately 15.3 cm) from their pacemaker when the game deck is switched on
- Should not carry the game deck in a breast pocket
- Should use the ear opposite the pacemaker to minimize the potential for interference.
- If you have any reason to suspect that interference is taking place, switch off your game deck immediately.

HEARING AIDS

Some digital wireless game decks may interfere with some hearing aids. In the event of such interference, you may want to consult your service provider.

Other medical devices

Operation of any radio transmitting equipment, including mobile devices, may interfere with the functionality of inadequately protected medical devices. Consult a physician or the manufacturer of the medical device to determine if they are adequately shielded from external RF energy or if you have any questions. Switch off your game deck in health care facilities when any regulations posted in these areas instruct you to do so. Hospitals or health care facilities may be using equipment that could be sensitive to external RF energy.

Vehicles

RF signals may affect improperly installed or inadequately shielded electronic systems in motor vehicles (for example, electronic fuel injection systems, electronic antiskid/antilock braking systems, electronic speed control systems, air bag systems). Check with the manufacturer or its representative regarding your vehicle. You should also consult the manufacturer of any equipment that has been added to your vehicle.

Posted facilities

Switch your game deck off in any facility where posted notices so require.

Potentially explosive atmospheres

Switch off your device when in any area with a potentially explosive atmosphere and obey all signs and instructions. Potentially explosive atmospheres include areas where you would normally be advised to turn off your vehicle engine. Sparks in such areas could cause an explosion or fire resulting in bodily injury or even death.

Switch off the device at refuelling points such as near gas pumps at service stations. Observe restrictions on the use of radio equipment in fuel depots, storage, and distribution areas, chemical plants or where blasting operations are in progress. Areas with a potentially explosive atmosphere are often but not always clearly marked. They include below deck on boats, chemical transfer or storage facilities, vehicles using liquified petroleum gas (such as propane or butane), and areas where the air contains chemicals or particles such as grain, dust or metal powders.

Vehicles

Only qualified personnel should service the game deck or install the game deck in a vehicle. Faulty installation or service may be dangerous and may invalidate any warranty which may apply to the unit.

Check regularly that all wireless game deck equipment in your vehicle is mounted and operating properly.

Do not store or carry flammable liquids, gases, or explosive materials in the same compartment as the game deck, its parts, or enhancements.

For vehicles equipped with an air bag, remember that an air bag inflates with great force. Do not place objects, including both installed or portable wireless equipment in the area over the air bag or in the air bag deployment area. If in-vehicle wireless equipment is improperly installed and the air bag inflates, serious injury could result.

Failure to observe these instructions may lead to suspension or denial of telephone services to the offender, legal action, or both.

• EMERGENCY CALLS



Important: This device, like any wireless phone, operates using radio signals, wireless, and landline networks as well as user-programmed functions. Because of this, connections in all conditions cannot be guaranteed. Therefore you should never rely solely upon any wireless phone for essential communications (for example, medical emergencies).



Emergency calls may not be possible on all wireless phone networks or when certain Network Services and/or device features are in use. Check with local service providers.

To make an emergency call:

- 1 If the game deck is not on, switch it on. Check for adequate signal strength.



Note: Some networks may require that a valid SIM card is properly inserted in the game deck.

- 2 Ensure the device is switched on and in service. Press  as many times as needed (for example, to exit a call, to exit a menu, etc.) to clear the display.
- 3 Enter the emergency number, then press . Give your location. Do not end the call until told to do so.

If certain features are in use, you may first need to turn those features off before you can make an emergency call. Consult this user guide and your local cellular service provider.

When making an emergency call, remember to give all the necessary information as accurately as possible. Remember that your wireless device may be the only means of communication at the scene of an accident—do not end the call until given permission to do so.

• CERTIFICATION INFORMATION (SAR)

THIS MODEL PHONE MEETS THE GOVERNMENT'S REQUIREMENTS FOR EXPOSURE TO RADIO WAVES.

Your wireless device is a radio transmitter and receiver. It is designed and manufactured not to exceed the emission limits for exposure to radio frequency (RF) energy set by the Federal Communications Commission of the U.S. Government. These limits are part of comprehensive guidelines and establish permitted levels of RF energy for the general population. The guidelines are based on standards that were developed by independent scientific organizations through periodic and thorough evaluation of scientific studies. The standards include a substantial safety margin designed to assure the safety of all persons, regardless of age and health.

The exposure standard for wireless mobile phones employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC is 1.6W/kg.* Tests for SAR are conducted using standard operating positions accepted by the FCC with the device transmitting at its highest certified power level in all tested frequency bands. Although the SAR is determined at the highest certified power level, the actual SAR level of the device while operating can be well below the maximum value. This is because the device is designed to operate at multiple power levels so as to use only the power required to reach the network. In general, the closer you are to a wireless base station antenna, the lower the power output.

Before a phone model is available for sale to the public, it must be tested and certified to the FCC that it does not exceed the limit established by the government-adopted requirement for safe exposure. The tests are performed in positions and locations (for example, at the ear and worn on the body) as required by the FCC for each model. The highest SAR value for this model phone as reported to the FCC when tested for use at the ear is .24 W/kg, and when worn on the body, as described in this user guide, is .47 W/kg. (Body-worn measurements differ among phone models, depending upon available enhancements and FCC requirements).

While there may be differences between the SAR levels of various phones and at various positions, they all meet the government requirement.

The FCC has granted an Equipment Authorization for this model phone with all reported SAR levels evaluated as in compliance with the FCC RF exposure guidelines. SAR information on this model phone is on file with the FCC and can be found under the Display Grant section of <http://www.fcc.gov/oet/fccid> after searching on FCC ID PDN-NEM-4.

For body-worn operation, this device has been tested and meets the FCC RF exposure guidelines for use with an enhancement that contains no metal and that positions the device a minimum of 5/8 inch (1.5 cm) from the body. Use of other enhancements may not ensure compliance with FCC RF exposure guidelines.

If you do not use a body-worn enhancement and are not holding the device at the ear, position the device a minimum of 5/8 inch (1.5 cm) from your body when it is switched on.

*In the United States and Canada, the SAR limit for mobile phones used by the public is 1.6 watts/kilogram (W/kg) averaged over one gram of tissue. The standard incorporates a substantial margin of safety to give additional protection for the public and to account for any variations in measurements. SAR values may vary depending on national reporting requirements and the network band. For SAR information in other regions please look under product information at **www.nokia.com/us**.

• USE ENHANCEMENTS SAFELY

A few practical rules for enhancement operation:

- Keep all enhancements out of the reach of small children.
- When you disconnect the power cord of any enhancement, grasp and pull the plug, not the cord.
- Check regularly that any vehicle-installed enhancements are mounted and are operating properly.
- Installation of any complex car enhancements must be made by qualified personnel only.
- Use only batteries, chargers, and enhancements that have been approved by the device manufacturer. The use of any other types could invalidate any approval or warranty applying to the device and could be dangerous.

Enhancements

The information in this section is subject to change as the enhancements change. Check the model number of any charger before using it with this device. This device is intended for use when supplied with power from an ACP-12 charger.

Portable Charger	ACP-12
Portable Charger	LCH-9, LCH-12
Li-Ion Battery	BL-5C
Stereo Headset	HDD-2
Mono Headset	HDC-5
Bluetooth Wireless Car Kit	CARK-112
Bluetooth Wireless Headset	HDW-2
Memory Card	DTS-64
Loopset	LPS-3
USB Cable	DKE-5
Recording Cable	ADE-2
Adapter Cable	ADA-2
Carrying Case	

21 Glossary

Business card	A business card is the same as an entry in the Contacts list. It may contain a name, phone number, and text entry. It can also be sent to other devices.
Call forwarding	A Network Services feature you use to forward incoming calls to another number.
Call lists	A list used to track numbers for incoming, outgoing, or missed calls.
Call log	A log that registers information about calls you make and receive.
Call timers	Timers used to track the amount of time you spend on calls.
Call waiting	A Network Services feature that enables your phone to beep while you are in the middle of a call. The beep lets you know that someone else is calling you.
International Mobile station Equipment identity (IMEI)	The identification number that is assigned to the phone. This number is located under the battery.
In-call options	Features available for use while you are in a call.
Keyguard	Locks the keypad to prevent accidental key presses.
Keypad tones	The tone you hear when you press a key.
Menu	A list of choices you can make to change settings on your phone or use various phone features.
MMS	Acronym for "Multimedia messaging service."
Predictive text	A method of entering information in your phone that uses a dictionary to predict, or guess, what you are writing.

Profile	A group of settings you can use to customize the way your phone works.
Quick save	A fast method for saving a number.
Ringing tone	The sound your phone makes when you receive a call. Ringing tones can be ringing sounds or short tunes.
Scroll bar	A bar that appears on the right side of the screen when you scroll through the main menus.
SMS	Acronym for "short m essage s ervice."
Start screen	Your phone's idle screen.
Voice mail	A Network Services feature that enables people who call and miss you to leave a voice message on your phone.
Warning tones	Sounds your phone makes during error conditions, during confirmations, when the battery is low, and when you need to recharge the battery.

22 Technical information

Feature	Specification
Weight	4.8 oz (137 g) with BL-5C 850 mAh Li-Ion Battery
Size	5.26 x 2.74 x .79 in (length, width, thickness)
Frequency range	Lowband 824–849 MHz (TX) 869–894 MHz (RX) Highband 1850–1910 MHz (TX) 1930–1990 MHz (RX)
Tx output power	Lowband: Up to 2 W Highband: Up to 1 W
Battery voltage	3.6 V nominal
Operating temperature	14°F to +131°F (–10°C to +55°C)
¹Talk time Standby time Digital music time Radio time Game time	Up to 4 hours Up to 10 days Up to 8 hours Up to 20 hours Up to 6 hours

1. Battery talk and standby times are estimates only and depend on signal strength, network conditions, features used, battery age and condition (including the effect of charging habits), temperatures to which battery is exposed, use in digital mode, and many other factors. Please note that the amount of time the game deck features are used for calls will affect its standby time. Likewise, the amount of time that the game deck is turned on and in the standby mode will affect its talk-time.

23 Nokia 90-Day Limited Warranty

Nokia Inc. ("Nokia") warrants that this game deck ("Product") is free from defects in material and workmanship that result in Product failure during normal usage, according to the following terms and conditions:

- 1 The limited warranty for the Product extends for 90 days beginning on the date of the purchase of the Product. This 90-day period is extended by each whole day that the Product is out of your possession for repair under this warranty.
- 2 The limited warranty extends only to the original purchaser ("Consumer") of the Product and is not assignable or transferable to any subsequent purchaser/end-user.
- 3 The limited warranty extends only to Consumers who purchase the Product in the United States of America.
- 4 During the limited warranty period, Nokia will repair, or replace, at Nokia's sole option, any defective parts, or any parts that will not properly operate for their intended use with new or refurbished replacement items if such repair or replacement is needed because of product malfunction or failure during normal usage. No charge will be made to the Consumer for any such parts. Nokia will also pay for the labor charges incurred by Nokia in repairing or replacing the defective parts. The limited warranty does not cover defects in appearance, cosmetic, decorative or structural items, including framing, and any non-operative parts. Nokia's limit of liability under the limited warranty shall be the actual cash value of the Product at the time the Consumer returns the Product for repair, determined by the price paid by the Consumer for the Product less a reasonable amount for usage. Nokia shall not be liable for any other losses or damages. These remedies are the Consumer's exclusive remedies for breach of warranty.
- 5 Upon request from Nokia, the Consumer must prove the date of the original purchase of the Product by a dated bill of sale or dated itemized receipt.
- 6 The Consumer shall bear the cost of shipping the Product to the Nokia service center. Nokia shall bear the cost of shipping the Product back to the Consumer after the completion of service under this limited warranty.
- 7 The Consumer shall have no coverage or benefits under this limited warranty if any of the following conditions are applicable:
 - a) The Product has been subjected to abnormal use, abnormal conditions, improper storage, exposure to moisture or dampness, unauthorized modifications, unauthorized connections, unauthorized repair, misuse, neglect, abuse, accident, alteration, improper installation, or other acts which are not the fault of Nokia, including damage caused by shipping.

- b) The Product has been damaged from external causes such as collision with an object, or from fire, flooding, sand, dirt, windstorm, lightning, earthquake or damage from exposure to weather conditions, an Act of God, or battery leakage, theft, blown fuse, or improper use of any electrical source, damage caused by computer or internet viruses, bugs, worms, Trojan Horses, cancelbots or damage caused by the connection to other products not recommended for interconnection by Nokia.
 - c) Nokia was not advised in writing by the Consumer of the alleged defect or malfunction of the Product within fourteen (14) days after the expiration of the applicable limited warranty period.
 - d) The Product serial number plate or the enhancement data code has been removed, defaced or altered.
 - e) The defect or damage was caused by the defective function of the cellular system or by inadequate signal reception by the external antenna, or viruses or other software problems introduced into the Product.
- 8 Nokia does not warrant uninterrupted or error-free operation of the Product. Nokia is not responsible for any loss of data as a result of any repair. If a problem develops during the limited warranty period, the Consumer shall take the following step-by-step procedure:
- a) The Consumer shall ship the Product prepaid and insured to:
Nokia Inc., Attn: Repair Department
5650 Alliance Gateway
Zone 4
Ft. Worth, TX 76177
 - b) The Consumer shall include a return address, daytime phone number and/or fax number, complete description of the problem, proof of purchase and service agreement (if applicable). Expenses related to removing the Product from an installation are not covered under this limited warranty.
 - c) The Consumer will be billed for any parts or labor charges not covered by this limited warranty. The Consumer will be responsible for any expenses related to reinstallation of the Product.
 - d) Nokia will repair the Product under the limited warranty within 30 days after receipt of the Product. If Nokia cannot perform repairs covered under this limited warranty within 30 days, or after a reasonable number of attempts to repair the same defect, Nokia at its option, will provide a replacement Product or refund the purchase price of the Product less a reasonable amount for usage. In some states the Consumer may have the right to a loaner if the repair of the Product takes more than ten (10) days. Please contact the Customer Service Center at Nokia at the telephone number listed at the end of this warranty if you need a loaner and the repair of the Product has taken or is estimated to take more than ten (10) days.

- e) If the Product is returned during the limited warranty period, but the problem with the Product is not covered under the terms and conditions of this limited warranty, the Consumer will be notified and given an estimate of the charges the Consumer must pay to have the Product repaired, with all shipping charges billed to the Consumer. If the estimate is refused, the Product will be returned freight collect. If the Product is returned after the expiration of the limited warranty period, Nokia's normal service policies shall apply and the Consumer will be responsible for all shipping charges.
- 9 You (the Consumer) understand that the product may consist of refurbished equipment that contains used components, some of which have been reprocessed. The used components comply with Product performance and reliability specifications.
- 10 ANY IMPLIED WARRANTY OF MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE OR USE, SHALL BE LIMITED TO THE DURATION OF THE FOREGOING LIMITED WRITTEN WARRANTY. OTHERWISE, THE FOREGOING LIMITED WARRANTY IS THE CONSUMER'S SOLE AND EXCLUSIVE REMEDY AND IS IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OR IMPLIED. NOKIA SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, PUNITIVE OR CONSEQUENTIAL DAMAGES, INCLUDING BUT NOT LIMITED TO LOSS OF ANTICIPATED BENEFITS OR PROFITS, LOSS OF SAVINGS OR REVENUE, LOSS OF DATA, PUNITIVE DAMAGES, LOSS OF USE OF THE PRODUCT OR ANY ASSOCIATED EQUIPMENT, COST OF CAPITAL, COST OF ANY SUBSTITUTE EQUIPMENT OR FACILITIES, DOWNTIME, THE CLAIMS OF ANY THIRD PARTIES, INCLUDING CUSTOMERS, AND INJURY TO PROPERTY, RESULTING FROM THE PURCHASE OR USE OF THE PRODUCT OR ARISING FROM BREACH OF THE WARRANTY, BREACH OF CONTRACT, NEGLIGENCE, STRICT TORT, OR ANY OTHER LEGAL OR EQUITABLE THEORY, EVEN IF NOKIA KNEW OF THE LIKELIHOOD OF SUCH DAMAGES. NOKIA SHALL NOT BE LIABLE FOR DELAY IN RENDERING SERVICE UNDER THE LIMITED WARRANTY, OR LOSS OF USE DURING THE PERIOD THAT THE PRODUCT IS BEING REPAIRED.
- 11 Some states do not allow limitation of how long an implied warranty lasts, so the 90-day warranty limitation may not apply to you (the Consumer). Some states do not allow the exclusion or limitation of incidental and consequential damages, so certain of the above limitations or exclusions may not apply to you (the Consumer). This limited warranty gives the Consumer specific legal rights and the Consumer may also have other rights which vary from state to state.
- 12 Nokia neither assumes nor authorizes any authorized service center or any other person or entity to assume for it any other obligation or liability beyond that which is expressly provided for in this limited warranty including the provider or seller of any extended warranty or service agreement.

- 13 This is the entire warranty between Nokia and the Consumer, and supersedes all prior and contemporaneous agreements or understandings, oral or written, relating to the Product, and no representation, promise or condition not contained herein shall modify these terms.
- 14 This limited warranty allocates the risk of failure of the Product between the Consumer and Nokia. The allocation is recognized by the Consumer and is reflected in the purchase price.
- 15 Any action or lawsuit for breach of warranty must be commenced within eighteen (18) months following purchase of the Product.
- 16 Questions concerning this limited warranty may be directed to:
Nokia Inc.
Attn: Customer Service
7725 Woodland Center Blvd., Ste. 150
Tampa, FL 33614
Telephone: 1-888-NOKIA-2U (1-888-665-4228)
Facsimile: (813) 287-6612
TTY/TDD Users Only: 1-800-24-NOKIA (1-800-246-6542)
- 17 The limited warranty period for Nokia supplied attachments and enhancements is specifically defined within their own warranty cards and packaging.

Patents

Manufactured or sold under one or more of the following US Patents.
Asterisk (*) indicates design patents pending.

4868846	4969192	5001372	5101175	5212834	5230091
5241583	5311179	5331638	5331638	5335362	5384782
5384782	5390223	5396657	5400949	5416435	5442521
5444816	5446364	5479476	5487084	5519885	5526366
5553125	5557639	5581244	5625274	5640395	5664053
5677620	5692032	5699406	5699482	5701392	5729534
5729541	5754976	5760568	5782646	5805301	5827082
5835889	5839101	5844884	5845219	5857151	5862178
5870683	5887266	5889770	5892475	5898925	5907823
5914796	5915440	5917868	5920826	5926138	5926769
5930233	5946651	5956625	5956633	5960389	5963901
5966374	5966378	5970059	5987137	5991716	5991857
6005857	6011853	6014573	6026161	6028567	6029128
6038238	6043760	6047196	6049796	6055439	6060193
6069923	6081534	6084962	6088746	6094587	6097964
6112099	6115617	6118775	6122498	6128322	6128509
6138091	6144243	6144676	6148209	6151507	6163609
6164547	6167248	6170073	6185295	6188909	6195338
6199035	6201876	6240076	6240079	6249584	6266330
6292668	6295286	6310609	6324412	29159800*	29159801*
29159803*	29159804*	29159805*	29159806*		

NOTES

Appendix A

Message from the CTIA (Cellular Telecommunications & Internet Association) to all users of mobile phones.

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Washington, DC 20036. Phone: (202) 785-0081

Safety is the most important call you will ever make.

A Guide to Safe and Responsible Wireless Phone Use

Tens of millions of people in the U.S. today take advantage of the unique combination of convenience, safety and value delivered by the wireless telephone. Quite simply, the wireless phone gives people the powerful ability to communicate by voice--almost anywhere, anytime--with the boss, with a client, with the kids, with emergency personnel or even with the police. Each year, Americans make billions of calls from their wireless phones, and the numbers are rapidly growing.

But an important responsibility accompanies those benefits, one that every wireless phone user must uphold. When driving a car, driving is your first responsibility. A wireless phone can be an invaluable tool, but good judgment must be exercised at all times while driving a motor vehicle--whether on the phone or not.

The basic lessons are ones we all learned as teenagers. Driving requires alertness, caution and courtesy. It requires a heavy dose of basic common sense---keep your head up, keep your eyes on the road, check your mirrors frequently and watch out for other drivers. It requires obeying all traffic signs and signals and staying within the speed limit. It means using seatbelts and requiring other passengers to do the same.

But with wireless phone use, driving safely means a little more. This brochure is a call to wireless phone users everywhere to make safety their first priority when behind the wheel of a car. Wireless telecommunications is keeping us in touch, simplifying our lives, protecting us in emergencies and providing opportunities to help others in need.

When it comes to the use of wireless phones, *safety is your most important call.*

Wireless Phone "Safety Tips"

Below are safety tips to follow while driving and using a wireless phone which should be easy to remember.

- 1 Get to know your wireless phone and its features such as 1-touch dial and redial. Carefully read your instruction manual and learn to take advantage of valuable features most phones offer, including automatic redial and memory. Also, work to memorize the phone keypad so you can use the 1-touch dial function without taking your attention off the road.
- 2 When available, use a hands free device. A number of hands free wireless phone accessories are readily available today. Whether you choose an installed mounted device for your wireless phone or a speaker phone accessory, take advantage of these devices if available to you.
- 3 Position your wireless phone within easy reach. Make sure you place your wireless phone within easy reach and where you can grab it without removing your eyes from the road. If you get an incoming call at an inconvenient time, if possible, let your voice mail answer it for you.

- 4 Suspend conversations during hazardous driving conditions or situations. Let the person you are speaking with know you are driving; if necessary, suspend the call in heavy traffic or hazardous weather conditions. Rain, sleet, snow and ice can be hazardous, but so is heavy traffic. As a driver, your first responsibility is to pay attention to the road.
- 5 Do not take notes or look up phone numbers while driving. If you are reading an address book or business card, or writing a "to do" list while driving a car, you are not watching where you are going. It's common sense. Don't get caught in a dangerous situation because you are reading or writing and not paying attention to the road or nearby vehicles.
- 6 Dial sensibly and assess the traffic; if possible, place calls when you are not moving or before pulling into traffic. Try to plan your calls before you begin your trip or attempt to coincide your calls with times you may be stopped at a stop sign, red light or otherwise stationary. But if you need to dial while driving, follow this simple tip--dial only a few numbers, check the road and your mirrors, then continue.
- 7 Do not engage in stressful or emotional conversations that may be distracting. Stressful or emotional conversations and driving do not mix--they are distracting and even dangerous when you are behind the wheel of a car. Make people you are talking with aware you are driving and if necessary, suspend conversations which have the potential to divert your attention from the road.
- 8 Use your wireless phone to call for help. Your wireless phone is one of the greatest tools you can own to protect yourself and your family in dangerous situations--with your phone at your side, help is only three numbers away. Dial 9-1-1 or other local emergency number in the case of fire, traffic accident, road hazard or medical emergency. Remember, it is a free call on your wireless phone!
- 9 Use your wireless phone to help others in emergencies. Your wireless phone provides you a perfect opportunity to be a "Good Samaritan" in your community. If you see an auto accident, crime in progress or other serious emergency where lives are in danger, call 9-1-1 or other local emergency number, as you would want others to do for you.
- 10 Call roadside assistance or a special wireless non-emergency assistance number when necessary. Certain situations you encounter while driving may require attention, but are not urgent enough to merit a call for emergency services. But you still can use your wireless phone to lend a hand. If you see a broken-down vehicle posing no serious hazard, a broken traffic signal, a minor traffic accident where no one appears injured or a vehicle you know to be stolen, call roadside assistance or other special non-emergency wireless number.

Careless, distracted individuals and people driving irresponsibly represent a hazard to everyone on the road. Since 1984, the Cellular Telecommunications Industry Association and the wireless industry have conducted educational outreach to inform wireless phone users of their responsibilities as safe drivers and good citizens. As we approach a new century, more and more of us will take advantage of the benefits of wireless telephones. And, as we take to the roads, we all have a responsibility to drive safely.

The wireless industry reminds you to use your phone safely when driving.

For more information, please call 1-888-901-SAFE.

For updates: <http://www.wow-com.com/consumer/issues/driving/articles.cfm?ID=85>

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Appendix B

Message from the FDA (U.S. Food and Drug Administration) to all users of mobile phones.

July 18, 2001 For updates: <http://www.fda.gov/cdrh/phones>

Consumer Update on Wireless Phones

U.S. Food and Drug Administration

1. Do wireless phones pose a health hazard?

The available scientific evidence does not show that any health problems are associated with using wireless phones. There is no proof, however, that wireless phones are absolutely safe. Wireless phones emit low levels of radiofrequency energy (RF) in the microwave range while being used. They also emit very low levels of RF when in the stand-by mode. Whereas high levels of RF can produce health effects (by heating tissue), exposure to low level RF that does not produce heating effects causes no known adverse health effects. Many studies of low level RF exposures have not found any biological effects. Some studies have suggested that some biological effects may occur, but such findings have not been confirmed by additional research. In some cases, other researchers have had difficulty in reproducing those studies, or in determining the reasons for inconsistent results.

2. What is FDA's role concerning the safety of wireless phones?

Under the law, FDA does not review the safety of radiation-emitting consumer products such as wireless phones before they can be sold, as it does with new drugs or medical devices. However, the agency has authority to take action if wireless phones are shown to emit radiofrequency energy (RF) at a level that is hazardous to the user. In such a case, FDA could require the manufacturers of wireless phones to notify users of the health hazard and to repair, replace or recall the phones so that the hazard no longer exists.

Although the existing scientific data do not justify FDA regulatory actions, FDA has urged the wireless phone industry to take a number of steps, including the following:

- Support needed research into possible biological effects of RF of the type emitted by wireless phones;
- Design wireless phones in a way that minimizes any RF exposure to the user that is not necessary for device function; and
- Cooperate in providing users of wireless phones with the best possible information on possible effects of wireless phone use on human health.

FDA belongs to an interagency working group of the federal agencies that have responsibility for different aspects of RF safety to ensure coordinated efforts at the federal level. The following agencies belong to this working group:

- National Institute for Occupational Safety and Health
- Environmental Protection Agency
- Federal Communications Commission
- Occupational Safety and Health Administration
- National Telecommunications and Information Administration

The National Institutes of Health participates in some interagency working group activities, as well.

FDA shares regulatory responsibilities for wireless phones with the Federal Communications Commission (FCC). All phones that are sold in the United States must comply with FCC safety guidelines that limit RF exposure. FCC relies on FDA

and other health agencies for safety questions about wireless phones. FCC also regulates the base stations that the wireless phone networks rely upon. While these base stations operate at higher power than do the wireless phones themselves, the RF exposures that people get from these base stations are typically thousands of times lower than those they can get from wireless phones. Base stations are thus not the subject of the safety questions discussed in this document.

3. What kinds of phones are the subject of this update?

The term wireless phone refers here to hand-held wireless phones with built-in antennas, often called cell mobile or PCS phones. These types of wireless phones can expose the user to measurable radiofrequency energy (RF) because of the short distance between the phone and the user's head. These RF exposures are limited by Federal Communications Commission safety guidelines that were developed with the advice of FDA and other federal health and safety agencies. When the phone is located at greater distances from the user, the exposure to RF is drastically lower because a person's RF exposure decreases rapidly with increasing distance from the source. The so-called cordless phones; which have a base unit connected to the telephone wiring in a house, typically operate at far lower power levels, and thus produce RF exposures far below the FCC safety limits.

4. What are the results of the research done already?

The research done thus far has produced conflicting results, and many studies have suffered from flaws in their research methods. Animal experiments investigating the effects of radiofrequency energy (RF) exposures characteristic of wireless phones have yielded conflicting results that often cannot be repeated in other laboratories. A few animal studies, however, have suggested that low levels of RF could accelerate the development of cancer in laboratory animals. However, many of the studies that showed increased tumor development used animals that had been genetically engineered or treated with cancer-causing chemicals so as to be pre-disposed to develop cancer in the absence of RF exposure. Other studies exposed the animals to RF for up to 22 hours per day. These conditions are not similar to the conditions under which people use wireless phones, so we don't know with certainty what the results of such studies mean for human health.

Three large epidemiology studies have been published since December 2000. Between them, the studies investigated any possible association between the use of wireless phones and primary brain cancer, glioma, meningioma, or acoustic neuroma, tumors of the brain or salivary gland, leukemia, or other cancers. None of the studies demonstrated the existence of any harmful health effects from wireless phone RF exposures. However, none of the studies can answer questions about long-term exposures, since the average period of phone use in these studies was around three years.

5. What research is needed to decide whether RF exposure from wireless phones poses a health risk?

A combination of laboratory studies and epidemiological studies of people actually using wireless phones would provide some of the data that are needed. Lifetime animal exposure studies could be completed in a few years. However, very large numbers of animals would be needed to provide reliable proof of a cancer promoting

effect if one exists. Epidemiological studies can provide data that is directly applicable to human populations, but 10 or more years follow-up may be needed to provide answers about some health effects, such as cancer. This is because the interval between the time of exposure to a cancer-causing agent and the time tumors develop—if they do—may be many, many years. The interpretation of epidemiological studies is hampered by difficulties in measuring actual RF exposure during day-to-day use of wireless phones. Many factors affect this measurement, such as the angle at which the phone is held, or which model of phone is used.

6. What is FDA doing to find out more about the possible health effects of wireless phone RF?

FDA is working with the U.S. National Toxicology Program and with groups of investigators around the world to ensure that high priority animal studies are conducted to address important questions about the effects of exposure to radiofrequency energy (RF).

FDA has been a leading participant in the World Health Organization International Electromagnetic Fields (EMF) Project since its inception in 1996. An influential result of this work has been the development of a detailed agenda of research needs that has driven the establishment of new research programs around the world. The Project has also helped develop a series of public information documents on EMF issues.

FDA and the Cellular Telecommunications & Internet Association (CTIA) have a formal Cooperative Research and Development Agreement (CRADA) to do research on wireless phone safety. FDA provides the scientific oversight, obtaining input from experts in government, industry, and academic organizations. CTIA-funded research is conducted through contracts to independent investigators. The initial research will include both laboratory studies and studies of wireless phone users. The CRADA will also include a broad assessment of additional research needs in the context of the latest research developments around the world.

7. How can I find out how much radiofrequency energy exposure I can get by using my wireless phone?

All phones sold in the United States must comply with Federal Communications Commission (FCC) guidelines that limit radiofrequency energy (RF) exposures. FCC established these guidelines in consultation with FDA and the other federal health and safety agencies. The FCC limit for RF exposure from wireless telephones is set at a Specific Absorption Rate (SAR) of 1.6 watts per kilogram (1.6 W/kg). The FCC limit is consistent with the safety standards developed by the Institute of Electrical and Electronic Engineering (IEEE) and the National Council on Radiation Protection and Measurement. The exposure limit takes into consideration the body's ability to remove heat from the tissues that absorb energy from the wireless phone and is set well below levels known to have effects.

Manufacturers of wireless phones must report the RF exposure level for each model of phone to the FCC. The FCC website (<http://www.fcc.gov/oet/rfsafety>) gives directions for locating the FCC identification number on your phone so you can find your phone's RF exposure level in the online listing.

8. What has FDA done to measure the radiofrequency energy coming from wireless phones?

The Institute of Electrical and Electronic Engineers (IEEE) is developing a technical standard for measuring the radiofrequency energy (RF) exposure from wireless phones and other wireless handsets with the participation and leadership of FDA scientists and engineers. The standard, Recommended Practice for Determining the Spatial-Peak Specific Absorption Rate (SAR) in the Human Body Due to Wireless Communications Devices: Experimental Techniques, sets forth the first consistent test methodology for measuring the rate at which RF is deposited in the heads of wireless phone users. The test method uses a tissue-simulating model of the human head. Standardized SAR test methodology is expected to greatly improve the consistency of measurements made at different laboratories on the same phone. SAR is the measurement of the amount of energy absorbed in tissue, either by the whole body or a small part of the body. It is measured in watts/kg (or milliwatts/g) of matter. This measurement is used to determine whether a wireless phone complies with safety guidelines.

9. What steps can I take to reduce my exposure to radiofrequency energy from my wireless phone?

If there is a risk from these products--and at this point we do not know that there is--it is probably very small. But if you are concerned about avoiding even potential risks, you can take a few simple steps to minimize your exposure to radiofrequency energy (RF). Since time is a key factor in how much exposure a person receives, reducing the amount of time spent using a wireless phone will reduce RF exposure. If you must conduct extended conversations by wireless phone every day, you could place more distance between your body and the source of the RF, since the exposure level drops off dramatically with distance. For example, you could use a headset and carry the wireless phone away from your body or use a wireless phone connected to a remote antenna.

Again, the scientific data do not demonstrate that wireless phones are harmful. But if you are concerned about the RF exposure from these products, you can use measures like those described above to reduce your RF exposure from wireless phone use.

10. What about children using wireless phones?

The scientific evidence does not show a danger to users of wireless phones, including children and teenagers. If you want to take steps to lower exposure to radiofrequency energy (RF), the measures described above would apply to children and teenagers using wireless phones. Reducing the time of wireless phone use and increasing the distance between the user and the RF source will reduce RF exposure. Some groups sponsored by other national governments have advised that children be discouraged from using wireless phones at all. For example, the government in the United Kingdom distributed leaflets containing such a recommendation in December 2000. They noted that no evidence exists that using a wireless phone causes brain tumors or other ill effects. Their recommendation to limit wireless phone use by children was strictly precautionary; it was not based on scientific evidence that any health hazard exists.

11. What about wireless phone interference with medical equipment?

Radiofrequency energy (RF) from wireless phones can interact with some electronic devices. For this reason, FDA helped develop a detailed test method to measure electromagnetic interference (EMI) of implanted cardiac pacemakers and defibrillators from wireless telephones. This test method is now part of a standard sponsored by the Association for the Advancement of Medical instrumentation (AAMI). The final draft, a joint effort by FDA, medical device manufacturers, and many other groups, was completed in late 2000. This standard will allow manufacturers to ensure that cardiac pacemakers and defibrillators are safe from wireless phone EMI. FDA has tested hearing aids for interference from handheld wireless phones and helped develop a voluntary standard sponsored by the Institute of Electrical and Electronic Engineers (IEEE). This standard specifies test methods and performance requirements for hearing aids and wireless phones so that no interference occurs when a person uses a compatible phone and a accompanied hearing aid at the same time. This standard was approved by the IEEE in 2000.

FDA continues to monitor the use of wireless phones for possible interactions with other medical devices. Should harmful interference be found to occur, FDA will conduct testing to assess the interference and work to resolve the problem.

12. Where can I find additional information?

For additional information, please refer to the following resources:

- FDA web page on wireless phones
<http://www.fda.gov/cdrh/phones/index.html>
- Federal Communications Commission (FCC) RF Safety Program
<http://www.fcc.gov/oet/rfsafety>
- International Commission on Non-Ionizing Radiation Protection
<http://www.icnirp.de>
- World Health Organization (WHO) International EMF Project
<http://www.who.int/emf>
- National Radiological Protection Board (UK)
<http://www.nrpb.org.uk/>

July 18, 2001 For updates: <http://www.fda.gov/cdrh/phones>

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